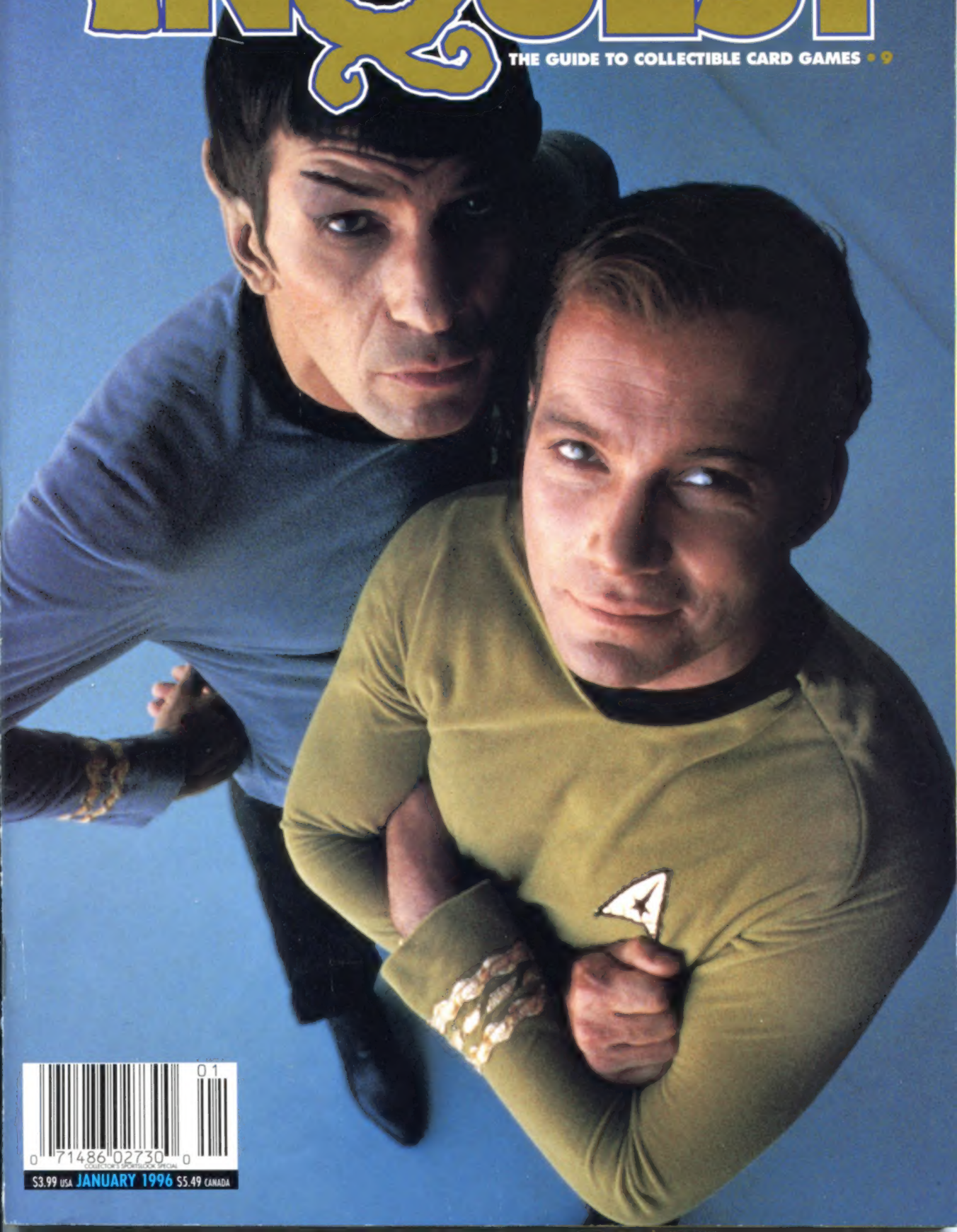


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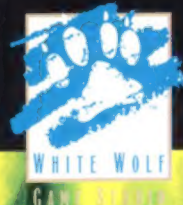
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Go where no man  
has gone before.  
Turn to page 38.

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**RED HOTS!**  
**GET YA RED HOTS!**  
The Weenie Awards are in and it's  
not pretty. Page 58.



## INTERVIEW

JESPER MYRFORS

Jesper Myrfors



"Ho, ho...Rudolph,  
get off that child!"

How's about \$1000!  
That's right. And all you  
have to do is turn to  
page 70 and be a little creative.

# WIN! CONTESTS

**Magic: The Gathering 46**

The biggest bad boys!

**American Entertainment**

A \$1,000 shopping spree!

**70**

**ON THE COVER:** *Star Trek's* Kirk and Spock in a rarely seen pose.  
Photo: Ken Whitmore/Shooting Star Int'l.

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# Keep Those Letters Coming!

Wow, the ninth issue! Can you believe it? It seems like yesterday that we here in the *InQuest* offices were rejoicing over the completion of our first issue.

And boy, have we come a long way since then. The magazine has grown from 80 pages to the 128-page publication you're holding in your hands right now. In the span of nine months, we've added more columns, departments, and features, and completely revamped the price guide. And ya wanna know who we have to thank for all these changes? You.

That's right, you, the *InQuest* readers. You've taken the time to write us with your comments, criticisms, and suggestions. All we've had to do is respond to your demands by giving you the magazine you want to read every month. And if our increasing sales are any indication, the magazine you have created has been very well received.

You asked for more information on new games, so we came up with our On Deck and Basic Training departments. You said you wanted more strategy tips for *Magic: The Gathering*, and we created Up Your Sleeve (page 26). You requested more information about the people behind the games, and we delivered *InQuest* Profile (page 66).

That's not to mention the solid features we're now running, many of which came from ideas you suggested. This month, for example, we reply to your overwhelming response to Rick Swan's "Weenie Awards" (Swan Song, *InQuest* #4) with a full-length feature on page 58, "The 1995 Weenie Awards." We've attempted to quench your thirst for info on new games by providing you with a preview of 1996 on page 72. And we've followed up Beth Moursund's popular "Icebreakers" feature from *InQuest* #6 with "Homewreckers" (page 34), which covers the newest *Magic* set, *Homelands*.

And the contests, you ask? Well, you've been begging for more awesome prizes. Can you think of anything more awesome than a \$1,000 shopping spree in the American Entertainment Christmas catalog? How about the ultimate *Magic: The Gathering* rogue's gallery, featuring a lineup of the 20 toughest creatures ever to star on a piece of pasteboard? We've got all that and more inside these pages this month.

But the battle is not over, folks. While many people subscribe to the old proverb "If it ain't broke, don't fix it," we prefer to live by a different creed, one that I picked up from a former colleague: "If it's not perfect, improve it."

And that's what we're aiming to do here: we're improving *InQuest* so that it fits your tastes even better. We urge you to keep those letters coming, because, as the pages in this month's issue demonstrate, we read your letters. We listen to your suggestions. We respond to your demands. And we will continue to make the changes you request.

So with that, I say congratulations to you on a job well done. And, more importantly, keep up the good work.

Don't spit in the wind,



Scott Gramling  
Managing Editor



..... t h e g u y s a n d g a l s w h o m a k e t h i s



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# INQUISITION

## FUEL FOR THE FIRE

New controversies are brewing this month, as the alleged relationship between fantasy gaming and the devil riles up a Satan worshipper and the official banning of Channel stirs mixed reactions from the peanut gallery.

In other news, after receiving an equally split "We hate it/We love it" reaction to the dual-price format of our price guide, which replaced the single-price listings starting in *InQuest* #5, it seems the majority of you have swung toward the "We love it" side. Good. We like it this way too.

Anyhoo, on to the rabble-rousers...

### Satan Says

A few weeks ago I began playing *Magic*, and I started to hear that it was being linked to Satanism and Satanists. To me this is an outrage. I heard the same nonsense with TSR and *Dungeons & Dragons*. It is really starting to get on my nerves, and I think a lot of other people feel the same way.

I believe that I have more of a stake in this than others do mainly because I am a Satanist. And I'm proud of it. We've been thought of as murderers and drug addicts, but that is all a media stunt. The basic belief of Satanism is a common scorn for hypocrisy. I'm here to say that *Magic: The Gathering* is a game! Do we have to spell this out or something? It allows kids and adults alike to participate in a thought-provoking strategic game from which you can learn a lot of different things.

There is a game out called *Redemption*, which is based on the Bible. This game has more demonic references than *Magic* does, but the game is widely accepted. Only because it is based on the Bible; if it weren't, then it would be condemned just like the other games.

This whole thing goes way beyond a simple game.... We're supposed to have freedom of speech and religion, but the truth is that we have neither. In my religion, we never have a chance to dismiss all the lies that were told about us by the news and the church, so we definitely don't have the same rights as others in more "traditional" religions, and that is wrong on the

highest level.

I would like to reiterate that *Magic* is not satanic, but merely a fantasy adventure card game, and should only be seen as such. All this has to end here and now. It's getting very old very fast.

Mike Johnson  
Macungie, PA

*Well, on the one hand, we actually do have freedom of speech in this country, but some kinds of freedoms aren't socially or commercially viable. You've got a lot of valid points. Oh crap, we've just agreed with a Satanist! I hope the pope isn't readin' this.*



### Channel This, Buddy!

All right. I have had it! Enough is enough already. I think that this "Ban

the Channel Fireball Campaign" has gone far enough. I happen to support the use of that combo in a deck.

When a player uses Channel, that player is going out on a limb by using his or her life points to fuel a spell card. Obviously, many of you people have not heard of defensive cards, or make use of them.

Let us see what we have for defense. For blue players, Counterspell, Blue Elemental Blast, and how about that new *Ice Age* card, Deflection? Two of those cards will stop a Fireball cold, the third will redirect the card back to its owner. All three cards will use and abuse the player who attempts to use the combo of Channel/Fireball.

For white, there's Conversion and COP: Red.

Black players have Deathgrip available for use. If you want a combo, Magical Hack Gloom to stop green spell cards. How about Simulacrum?

Have you got the point? There are enough defensive cards to take care of this silly nonsense everyone is worrying about. It really burns me up that everyone is getting so damn upset over one silly combo when there are others that are just as silly or worse.

E. Vincent  
East Ridge, TN

*I think there's a bit too much cheese clogging your retina. We get your point, but you misread the whole argument. Sure, you can defend against Channel cheese with the right cards and the right mana, but that's just the point! Cheeseheads can kill you with a Channel Fireball on the first or*



second turn, before you can defend yourself. Heaven forbid you're tapped out of mana or the guy's got a counterspell.

Woohoo! Channel has been banned! Declare a national holiday!

Chris Wicks  
Oxford, OH

## In Defense of Magic

I am writing this letter in answer to the letter you received from Brian Gondek in *InQuest* #6.

Brian, I would like to ask you one thing: did you ever play a game of *Magic*? Because your letter reminds me of one of my friends who keeps on saying that *Magic* is crap, although he never played himself. How can people judge something they don't know anything about? Sure, the game is very addictive because it is a very fun game. But if people buy tons of cards, it is because they want to, not because they have to. *Magic* is one of the rare games where you can start playing with only one starter deck....

Of course, if your goal is to play in tournament, well, then you need to have the best deck... but that is your problem, not mine. I play only to have fun, not to crush anyone. And if all you and your friends can think of is how you can crush your "friends" with the most powerful cards you can find, maybe you simply should find other friends.

Also you seem to think that *Magic* killed roleplaying games. Roleplaying games were already dying before *Magic* came along. That is in part why *Magic* got so popular. It brought back some fresh air to an industry which was dying. To play *Magic*, all you need is two players and one hour or two of your time. But for roleplaying, only creating the characters takes that much time, if not more.

Also, a roleplaying game with only two people isn't very fun to play; you need at the least four players and one gamemaster to play. A game lasts sev-

eral hours at the least, and so you usually need to take a whole day to play a single game, and sometimes more.

You mention that "*Magic* teaches: greed and competition are good." Most of the people who play *Magic* are the same people who used to play or are still playing roleplaying games. Could we not say that roleplaying taught that lesson in the first place? Doesn't roleplaying teach that the players with the biggest swords, the most powerful spells or magical objects is the more likely to survive through an adventure? Isn't one of the goals in roleplaying games to acquire treasures in order to have the best equipment to survive? And don't tell me you have never seen players argue as to who would take the magic sword or the spell book that the group has found.

Don't get me wrong, roleplaying is a fun game in itself; I was just trying to make you see that it is closer to card collectible games than you would care to admit. So think about it before you start taking it down.

Pierre Villeneuve  
Laval, Quebec



## Countercountercounterspell

Me and my friend are down to two life each. He Fireballs me. I counter it. He counters my counter. I counter his counter. So, is it countered?

M. Gismond  
Athabaska, Alberta

"It"? Which "it"? It looks like you countered his

counter of your counter, which successfully counters his Fireball. Let us never speak of this again.

## Over and Above

Why do most stores sell most cards for almost double the price?

"Nightmare"  
Fallston, MD

When you say "double the price," I assume you mean double the value listed in the price guide. There's nothing wrong with that, since any price guide you pick up will only be one thing: a guide. If for some reason your local store owner can actually sell a Jester's Cap for, say, \$40 when our high price is \$20, then capitalism encourages him to do so. Capitalism also encourages you to go to a cheaper store.

## The Price is Wrong

I was reading *InQuest* #6, and as I was looking through the letters column, I saw the letter from Doug Hare saying that you used cards that were hard to find. You said in the response that the decks were getting cheaper.

Yeah, right.  
Steven Charron  
Boylston, MA

Hey, they are. We loaded up on luxury cards in our first few outings, but we've since toned down the prices. Gone are the Moxes, the Lotus, Time Walk, and the like.

We should point out, however, that it's the nature of the beast that tournament-level decks contain some pricey cards. We try to present a variety of decks, with some more expensive than others, from issue to issue.

## Tap Dance

Ray of Command states "Untap target creature..." which implies the only legal target is a tapped target. The Up Your Sleeve article in *InQuest* #6 implies that Ray of Command can be used on untapped creatures, and the "Icebreakers" feature states it can be used on untapped creatures. Can I get a fourth opinion?

Doug Peay  
Torrance, CA

Beth Moursund, our Stumpers solver and Wizards

## P E N N P A L S

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender, and three favorite games to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or mail it to us at: IQ Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!



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of the Coast's CompuServe representative, says: "Before the Fourth Edition of Magic came out, you couldn't aim anything that untapped a creature at something that was already untapped. But when Fourth Edition was released, the Wizards simplified the targeting rules, getting rid of all the unwritten 'read between the lines' rules. If a card says 'target creature,' you can now aim it at any creature, tapped or untapped, no matter what the card does. The same rule lets you use a Maze of Ith on a Serra Angel."

## Magic Forever?

InQuest used to mean a lot more to me because I was really into *Magic: The Gathering*. I still have all my cards, but I rarely play because of all the cheesers and bad sports out there. My point, however, is that *Magic* is what hooked me on your mag, but now I play other CCGs, and I'm not finding too much on them in the mag. Is it going to be "Magic Forever"?

Chad M. Dubesa  
Lorain, OH

No sir. While *Magic* is an important part of our book, we're constantly expanding our coverage to include other CCGs. Check out News & Notes, On the Shelves, Stumpers Spotlight, On Deck, the CCG checklist, the Players Guide Spotlight, and the new Basic Training column. (And we ain't finished yet.)

On a different note, don't stop playing *Magic* just because some of the people you were playing with are bad sports. Try to play with new people at school, work, your hobby store, or a local hangout. Let people know that you want to play friendly games: no direct damage to players, no Rocks or Vises, no frustrating cards like Tormod's Crypt or Jester's Cap—you get the idea. Don't let others spoil your fun.

## Deathgate

Are they going to make a card game about the *Deathgate* series by Margaret Weis and Tracy Hickman?

Michael Simms  
Kathleen, FL

According to a representative of *Mag Force 7*, the company through which Margaret Weis' Star of the Guardians game was published, there are no present plans to do a *Deathgate* card game. If you're interested, Michael, the license is available...

## Strange but Incomprehensible

How do you get to the place where it tells you what is in the deck?

Peterman G  
Cyberspace

Hmmm... who thinks Pete wrote his letter with a thick black marker and got all woozy from the fumes?



## Covergate

I bought your magazine for the first time the other day. It was the cover story on the *Marvel OverPower* game that made me decide to give it a chance. I've never played a trading card game before, and was curious what the verdict was about *OverPower*.

But I must confess, I feel deceived. Why in the world choose a topic for your cover when only three percent of your pages are going to be devoted to it? The magazine was virtually exclusively about *Magic*, and I understand that it's a far more popular game than *OverPower*. But again, if it's more popular, why not have that on your cover?

Answer: partially to attract a new audience. Well, I was suckered in.... I've read your sister publication, *Wizard*, for a few years now, and I've never felt as disappointed by any of its issues as I did with this.

On the positive side, I will say that I was impressed with the layout and artwork, but that doesn't begin to make up for feeling misled.

I won't be coming back soon.  
Scott M. Forte  
Bronxville, NY

Ouch. Though we were pretty pumped when we



## Throatwho?

I've seen postings on the net for *Magic* cards called Throat Wolves. Are they for real?

Nick Wilson  
Evergreen, CO

*Throat Wolves* are a one-casting-cost creature, gain +1/+1 when you pump any color mana into them, have "double first strike" ability (which can kill a creature with regular first strike ability), and come in all colors.

They're also phony cards made by *Magic* enthusiasts.

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# MAGIC: The Creations

The winner this month won three different things: a new magic pack and a Chronicle Edition. Many cards signed by Matt K. and a T. The cover-up you can see is a photo of someone we have long passed the office.

**GRAND PRIZE WINNER!**

**MIMIC**

Lord of the Living Room



**CENSORSHIP**

Lord of the Living Room



...the printed Magic card is Magic: The Gathering...  
...the card is a...  
...the card is a...

**Magic: The Creations**

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**CONTEST WINNERS**

1111 1111

...the card is a...  
...the card is a...

...the card is a...  
...the card is a...



put together the OverPower coverage in InQuest #7 (OverPower Stumpers and a complete players guide), looking back, we should have done a little more. We're sorry if you felt misled. It wasn't our intention, and we'll be a lot more sensitive to this type of thing in the future.

## Q & A

1. What are those black dots in the bottom left hand corner of Gaea's Liege's picture?

2. Will anyone ever bring back the Black Lotus?

3. Is there going to be a Fifth Edition?  
Josh Donley  
Port Orange, FL

1. Black dots.

2. No.

3. We suspect one will be out in mid- to late 1996.

## "Why?" Asks Chyi

Why doesn't Frozen Shade fly? It seems to be able to levitate in the picture.

Why don't creatures blocking Rabid Wombat become rabid?

Can you eat Durkwood Boars with a Fork?

Stanley Chyi  
West Hartford, CT

Yeah! Why the heck doesn't the Frozen Shade fly, dammit? There're a few cards out there with artwork that show flying things that don't have flying. I don't know how many times I've tried to block a flyer with Whippoorwill or Petra Sphinx, only to be laughed at and pantsed. I don't get it.

I don't know why creatures blocked by the Rabid Wombat don't get rabid, nor why it looks like he's eating Cheerios. But unless you're trying to keep kosher, you can eat Durkwood Boars with a fork.

Nothing?," InQuest #3)?

Well, my friend and I were on our way home from an all-night Magic game and found a garage sale. They had a couch for sale. "Was \$10—Now \$5—What a deal!" It was solid orange. Only a gamer could take a liking to it! We just had to have it...

We got it home and found we had no room for it. We lounged around on it on the front porch for a few days trying to decide what to do with it. We called another crazy gamer. He said, "A couch? Hell, yeah, I want it." I got a Lord of the Pit for it! A \$3 profit and going up! Wow!

Matt Kerr  
Seneca, PA

So your friend played Juxtapose, eh? That's not going to look like such a good bargain a couple of turns from now, Matt, when you have to start sacrificing your goldfish to Pitlord.

## Reflections

Sometimes, when I look at your magazine, I feel like it's a little mouse trap for my mind with a little piece of cheese in it. But then I open up the magazine to read it, and there's no cheese, just a bunch of words.

"Jack Handy" aka Dusty Segretto  
Sulphur, KY

And that is that. Don't forget to write in, always keep two blue mana untapped, and remember to blame any social indiscretion on the dog.

AND MY ONLY  
UPKEEP IS AN  
OCCASIONAL  
VACUUMING.



## Lord of the Living Room

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# PARAMOUNT PROBLEMS

**A**fter months of delays in releasing its *Alternate Universe* expansion set for the *Star Trek: The Next Generation Customizable Card Game*, Decipher posted an explanation of the problem on the Internet. To sum the letter up in one word: Paramount.

In a letter signed by Warren Holland, CEO of Decipher, the company attributes the delays to the *Star Trek* copyright holder's refusal to approve product designs and other elements of the expansion. The letter even accuses Paramount of refusing to approve any further products until Decipher agreed to pay a higher fee for the license:

"During this time, representatives of Paramount threatened us dozens of times saying that, if we did not agree to 're-negotiate' terms, they would license the original series to SkyBox," which Paramount did do (see "Where No Game Has Gone Before," News & Notes, InQuest #8).

"A Paramount vice president said to us, 'Oh, you will take the deal. You have \$10 million in orders to ship,'" Holland's letter continues. "When we stated that was not the way we did business and we complained that customers were waiting for this product which was completely sold out, he said, 'I want more money!'"

Asked specifically about that exchange, Decipher President Cindy Thornburg told *InQuest*, "That's exactly what happened." She also confirmed the rest of the letter.

Paramount's Neil Newman, vice president of marketing, says, "The Decipher statement is full of inaccuracies. It's not our policy to discuss the details of a business relationship with an existing licensee. We plan on living up to the contract that exists. We fully intend to go through with any products that are in the hopper, as would happen with any licensing contract." He adds, "There are other licensees—not the least of which is SkyBox—that have had perfectly good experiences with us."

Thornburg also acknowledges that the Decipher-Paramount relationship will continue, but probably not past the end of the current license, which expires in January 1997. "We intend to fulfill the contract as it currently stands, coming out with *ST: TNG* product until the end of 1996. I don't think either party is enthusiastic about renewing the license now."

As for future *Star Trek* material from Decipher, Holland's letter says that, in addition to the *Alternate Universe* expansion, collectors could expect to see the *Q-Continuum* and *Holodeck Adventures* sets in 1996. (See "1996 Preview" on page 72 for an advanced look at products from Decipher and other companies.)

However, some retailers are skeptical that Decipher can meet that goal. Jim Denny, president of J&M Enterprises, a mail-order and convention retailer who built his two-year-old business largely on *Star Trek* and *Star Wars* products, challenged both Decipher and Paramount to be more open with the public about their problems.

"At what point do companies such as Decipher or Paramount have an obligation to distributors, retailers, and consumers to inform them of a possible jeopardy to the continuing release of new product in a game?" he asks. "Decipher originally talked about eight expansion sets—that's probably not going to happen now, because the contract ends in 12 months."



NUMBER ONE, LOOK OUT FOR THE NUMBER TWO WHEN DEALING WITH LICENSED PROPERTIES.

Adding to the suddenly public nature of this dispute, SkyBox publicly responded to Holland's Internet letter. In a statement issued by its public relations agency, the company says it passed on the opportunity to do a card game based on *Next Generation* because SkyBox "did not then have the resources needed to develop a good product for Paramount" and only agreed to the "carve-out" of the CCG from the overall card license if the CCG were clearly marketed as such and could not be confused with SkyBox's trading cards.

SkyBox also argued that the market for *Star Trek* CCGs is not being "stolen from under" Decipher; rather, it implies the CCGs are a natural outgrowth of the trading card license it already holds for all Trek properties. In addition, SkyBox—now a part of the Marvel/Fleer family—"has the ability and capabilities to create and produce a first-class CCG product," and approached Paramount with the proposal for a game based on the original series.

"I do not know the reasons Paramount ended up choosing SkyBox instead of Decipher for this license," public relations agent George White writes in the statement, "but comparing the performance of the two licensees... it is easy to see which licensing partner is committed to building the long-term strength of *Star Trek*, particularly after reading the Decipher 'tell-all.'"

—Patrick Daniel O'Neill

## Delays Plague Card Game Market

As the collectible card game market continues to expand, so do its problems. Lately, more and more game companies are announcing long-term delays for awaited games or supplements.

*Assassins*, the first supplement for Steve Jackson Games' *Illuminati: New World Order*, originally was announced for August. The set was pushed back to October, and will appear even later. "We are committed to making this the best possible supplement for the game,"

explains SJG's Scott Haring. Haring admits this could have an adverse effect on sales. "It's a consideration we go into every time we delay a game. Ultimately, we think it's better for our company's health to do products that are right."

*Daemonstorm*, from Caliber Games, is no longer on a set schedule. "It came down to having a limited staff," explains Joe Martin, associate game director. "The mechanics are

finished, but we didn't have the time to get the rest ready. A lot of effort went to getting the *Spawn* CCG out on the market." Caliber plans to preface *Daemonstorm* with tie-in products, including a full-color comic book and action figures. The new projected date is sometime in mid-1996.

*Conflict!*, the first expansion set for the *WildStorms* card game, has been pushed back from November to February. "We were asking retailers to order the expansion set before they'd even seen the game," explains designer Matt Forbeck.

"When the decision was made to push the game forward, the earliest chance to re-solicit was February."

*Upper Deck Gridiron Fantasy Football*, first announced for an August release date, arrived in stores in November. Originally to be published by Precedence, the final product was distributed and co-published with Upper Deck. "We had originally planned to publish it," explains Precedence employee Paul Brown, "but we found that working with Upper Deck would put us in a much more advantageous situation. The game can now access larger markets, places where Upper Deck can reach."

Kelly Carpenter of Entertainment Distributors feels that delaying a game can have adverse effects on its sales. "The impact a game can have will be drastically reduced or even nullified if they miss the Christmas selling season. That's when you have sales at their highest." Carpenter also points out that delays on less-popular games can hurt sales even more. "Some games are just going to shorten their lifespan by delaying their release. Enthusiasm will fall away... You need to release it while it's still hot in people's minds."

Wayne Godfrey from WarGames West argues that delays have little effect on a game's sales or popularity. "It's just a function of the market," says Godfrey. "It's different from the comic market, where you're expected to publish on time. In the game market, [delays are] a regular occurrence. You impact the retailers a bit and disappoint some customers, but there's really not much effect."

Jim Foley of Hobby Games Distributors agrees that the retailers are the ones impacted the most. "The retailers have committed their cash flow to games shipping by a certain date. When it doesn't show up, that's money they could've used to order more of a different product."

Tim Fish, assistant manager at the DC Comics-affiliated Another Universe chain, thinks that the numerous products and delays are slowing down the market. "Most people are still buying, but people are irritated enough that they're slowing down. Some stores are trying to cut their losses by inflating prices of cards that they do have in stock, and that's just hurting the industry."

With collectible card games still defining their audience, the effects of delays are still not completely clear. From a retailer's point of view, it can be disastrous—and if more gamers expect to see products shipping on time, it could spell trouble for the companies as well.

—Greg McElhatton



*WildStorms*, along with many other CCGs, have been hampered by delays.

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## Mortal Kombat Kard Game

The popular *Mortal Kombat* video game is being introduced to collectible card gamers in the *Mortal Kombat Kard* game. BradyGAMES, a division of Macmillan Computer Publishing, and Cardz, maker of the *Hyborian Gates* card game, are releasing the game this December.

This 300-card set will feature all 20 characters from the first two *Mortal Kombat* games. Don't worry, all of the characters will have their special moves. There will be one major difference, though: special effect cards that will allow contestants to change the way the game is played. Some will boost your character's speed or increase the strength of your attack; others will hurt your opponent.

"They change the playing field," says Laddie Ervin of BradyGAMES, a co-designer of the card game. "To make the game interesting, we added a higher lever of strategy, rather than having it be just a slug fest."

Comic artist Neil Adams (*Batman*, *X-Men*) heads the team that's providing original art for the game. He's joined by Joel Adams (*Vampirella*, *Shi*); Mark Poole and Key Meyer Jr. (both of *Magic: The Gathering*); and April Lee (*Legend of the Five Rings*).

The 60-card starter decks contain all you need for an initial game. "We've made it so it's playable out of the box... In order to build a deck, you're not going to have to spend a million dollars to buy all the cards," Ervin says. Players are likely to get four character in the randomly assembled, \$7.99 starter decks. The 15-card boosters will sell for \$2.50 and contain attack, defense, and combo cards.

BradyGAMES hopes to base the first expansion on *Mortal Kombat 3*, but hasn't yet finalized plans.

—Mike Fasolo



## New Baseball, Football Card Games

NXT Games and Donruss have teamed up to produce *Top of the Order*, a baseball card game licensed by Major League Baseball and *Red Zone*, a football card game licensed by the National Football League. Both games were shipping as *InQuest* went to press.

Like ordinary sports trading cards, each card has a photograph of a professional athlete. Unlike ordinary sports cards, they also contain the information necessary to play a rich, detailed game. Each card shows its player's skills, based on actual statistics. Each also lists a defensive play, offensive play, and random color codes for determining the results.

While Donruss handles most of the printing and distributing concerns, NXT Games has committed itself to pleasing gamers.

NXT has launched a World Wide Web page at <http://www.nxtgames.com>. While the page will include frequently asked questions, rules, and the like, there are also plans for contests and games.

Eighty-card starter decks for both games cost \$10. Twelve-card booster packs cost \$2.79. A deluxe edition, two-deck starter pack costs \$20, which includes a special outcome pinwheel (easier to use than the folding charts found in each deck). The *Red Zone* set contains 366 cards, while *Top of the Order* has 308.

NXT Games plans to release expansion sets each season, with updated cards representing the players' new statistics. It's also talking with the NHL about producing a hockey version.

—Rich Warren

## Lost World Found Again



Flying Buffalo has found the *Lost World*. *Lost World* flip books, that is. Alfred Leonardi, who designed the original series of combat books for Nova Games in the early '80s, is designing 12 new ones involving characters from Flying Buffalo's *Tunnels & Trolls*. Each *Lost World* book, new or old, will be completely compatible with all the other books.

All that's required to play a game are two books and two people. You choose your character's attack or defense, then turn to the appropriate page to see if you hit or missed.

Flying Buffalo is including Fantasy Cards in the books. The cards can be spell cards, luck cards, or magical items for the characters. The cards are randomly inserted into books, which cost \$5.50 and recently shipped to stores.

Flying Buffalo is also setting up a tournament system involving the books.

Look for more *Lost World* and *Lost World*-type books from other companies in the near future.

—Mike Fasolo

## Highlander Tournaments



Thunder Castle Games is sponsoring a series of sanctioned tournaments throughout the United States. Prospective contestants can sign up to join the tournament league, called the Nexus, at local game shops.

Thunder Castle is encouraging retailers to sign up Nexus members by offering prizes—including uncut sheets of *Highlander* limited edition cards and special promotional cards—to those who sign up specific numbers of members. The retailer who recruits the most Nexus members between November 1, 1995, and January 31, 1996, will win a grand prize—a *Highlander* katana sword.

Nexus members pay a \$15 membership fee; in return they

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So how can you find out if there's a tournament scheduled near you? "The players can call Thunder Castle direct [at (816) 363-9363] to find out when and where there's a tournament near them," says Bob Ifill, Nexus league coordinator. "We'll also be putting it on our web page: [www.cnj.digex.net/~eljay/TCGames.html](http://www.cnj.digex.net/~eljay/TCGames.html)."

Ifill says that Thunder Castle provides the prizes for the local tournaments, whether held in a store or at a convention. "We generally send the store a box of cards as a prize. Some stores will split them up among the top three players, or give a couple of packs to every player who comes. And, beginning in '96, if the tournament winner is a Nexus member, he'll get a Quickening card, a limited edition card only available to tournament winners. They are pre-game cards; they'll be ones that will let you see hidden attacks by Connor, for example. That comes direct from Thunder Castle to the tournament winner."

There will be further advantages to becoming a Nexus member, Ifill notes. "Nexus members will also be eligible for special promo cards and participation in special members-only tournaments at conventions."

—Patrick Daniel O'Neill



Jeff Easley's cover to TSR's second *Monstrous Compendium*.

## A Monstrous Collection

TSR's second *Monstrous Compendium* will be out in January 1996. Featuring cover art by Jeff Easley, the 128-page book contains every monster created for the entire line of AD&D game products in 1994, in addition to those that appeared in *Dragon*, *Dungeon*, and *Polyhedron* magazines. "In addition, new, never-before-seen creatures will be making an appearance," says Tom McLaughlin of TSR. The book will retail for \$18.

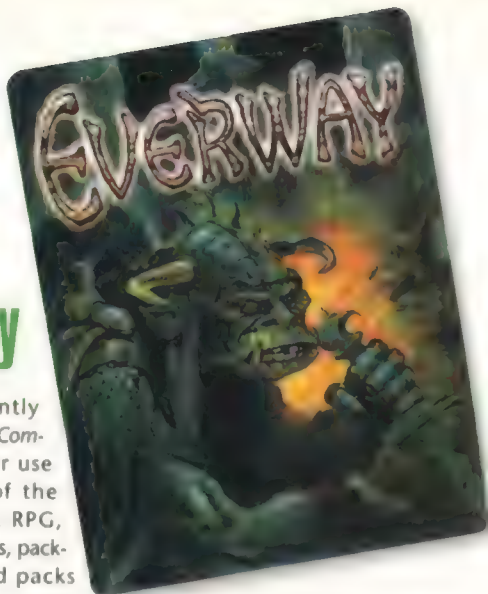
—Jeff Franzmann

## FPG's Vision of Everway

FPG recently released *Everway Companion Cards* for use with Wizards of the Coast's newest RPG, *Everway*. The cards, packaged in 10-card packs priced at \$1.95, cover a wide variety of themes. As Luke Peterschmidt of FPG said, "Everway is about diversity. In the setting, you aren't limited to stories about knights or fairies; there's so much more."

Artists who worked on the cards include Dave Cherry, Roger Dean, Jeff Jones, Ken Kelley, Rowena, Mike Ploog, Darryl Sweet, and Tim White.

—Jeff Franzmann



Everway: © FPG, Wizards of the Coast

## Atlas' Once Upon a Time

*Once Upon A Time*, the non-collectible card game from Atlas Games, will make its return to the market this year with a second edition. Play commences with one player designated the Storyteller trying to create a story using the elements of a fairy tale (cards) in his hand; the other players try to interrupt him to become the new Storyteller. The first player to play all his cards and finish off with a Happily Ever After cards wins. The \$15.95 boxed set will include all 168 full-color cards and will be available in December.

—Mike Fasolo

## Britain Plugs In

Card games and chess tournaments are already being conducted over the Internet and through e-mail. Early next year, people in Britain will begin competing over the telephone network as well. British Telecommunications is launching its new "Wireplay" system early in 1996, offering players the action and adventure of computer games, in addition to participation in nationwide chess tournaments and card games. BT is already recruiting text customers, and while it is currently limited to Britain, the service could ultimately go international if it proves a success. "As soon as we've proven the concept in the UK, we plan to work with anyone who wants to work with us," says Rupert Gavin, BT multimedia services director. He notes that Wireplay will be easier to use and accessible to more people than similar Internet-based services.

—Jeff Franzmann

If you  
aren't  
playing



then you  
just aren't  
in the  
game.

## Give us a shout!

Got a rules question you need an answer for? Want to know what's next for Shadowfist? Go straight to the source!

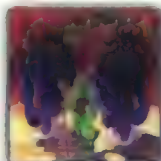
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Abysmal Horror

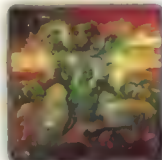
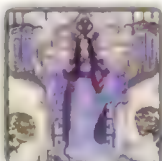
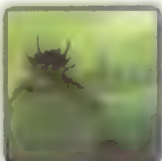


Mark Tedin - Rob Alexander

Shih Ho Kuai - Walker of the Purple Twilight



Anthony Waters



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3. Find someone to play. (This guy looks ready.)



4. Play.

5. (Optional) Buy some Shadowpacks to pump up your deck. But you can play with just a Starter—no, really!



6. (Optional) Pick up the Shadowfist Players' Guide to get the straight dope on the smooth plays.





# PC HITS HIT PLAYSTATION

• MicroProse Vice President of Creative Development Sid Meier has signed aboard his company's delay-plagued *Magic: The Gathering* CD-ROM. Meier, the renowned computer game designer responsible for such intensely addictive games as *Civilization*, *Pirates!*, and *Railroad Tycoon*, will design an adventure game segment for card game adaptation. Players will defeat monsters and wizards to acquire more cards for their spellbooks. This will allow computer gamers to experience the deck-building aspect of *Magic*, as well as the actual playing of the game. The cards available in the game will be from the basic set, including some out-of-prints—possibly even Moxes! *Arabian Nights* and *Antiquities* cards will also be included. The game will be designed for Windows 95, as MicroProse feels this will allow for a broader customer base; also, the higher-resolution graphics the system allows will enable better reproductions of the game's artwork. Earlier this year, MicroProse disbanded the design team that was developing a DOS version of the game. The company hopes that the CD-ROM, originally promised for summer 1995, will be out next spring.

• Robert Sirotek of Sir-Tech Software has announced the release of *Wizardry Gold* (\$35) in February or March of 1996. This is an upgrade of *Crusaders of the Dark Savant*, the immensely popular seventh installment of the epic *Wizardry* series. Featuring advanced graphics and sound, including speech, this game will be available in Windows 3.1, Windows 95, and Macintosh format. In response to many player requests regarding *Wizardry 8*, Sirotek could only reply that he hopes to have the game out in 1997.

• If their high prices dissuaded you from buying the last few SSI AD&D computer games, you should look for SSI's *Masterpiece Collection* (\$28) in mid-December. This set contains six (!) games, from *Dark Sun* and *Ravenloft* to *Al-Qadim* and *Menzoberranzan*. SSI really improved its work on these later adventures, and for 28 bucks, you can't go too far wrong here.

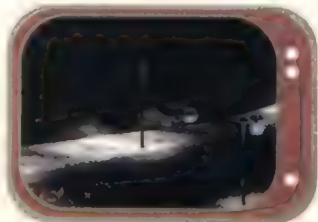
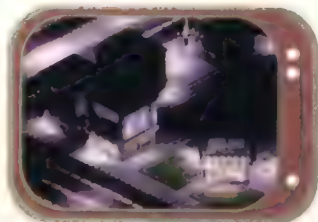
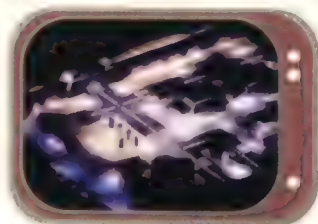
• Accolade plans to release *Star Control 3* (\$46) for the 1995 holidays. Much like the previous sequel, this one is a strategy/adventure game with a strong action component—

two-dimensional "space" combat at its thumb-twisting finest. Many of the familiar races are still around, such as the bold Spathi and humble Ur-Quan, although they have learned some new tricks.

• Electronic Arts expects *Syndicate Wars* (\$52, for the Sony PlayStation) to be in more than a few gift boxes this month. A whole new level of violence awaits PlayStation owners: when you send your goons out to kill people and break things, you'll learn that *everything* can be blown up—not just vehicles, as in the first game. PC owners will have to wait—EA doesn't expect the IBM version to be available before July.

• Mindscape Software has released the *Aliens* computer game (\$43). It isn't based so much on the *Aliens* movies as it is on the *Aliens* comics from Dark Horse. You lead a team of four characters answering a distress call from a remote mining base (ever hear of a "nearby" mining base?) that's being taken over by the aliens. Your mission, above and beyond blasting large numbers of icky things, is to rescue survivors and find out why the aliens are trying to take over the base.

—Rick Moscatello



Screen Shots from *Syndicate Wars*, plus a slobbering Alien.



Alien: Twentieth Century Fox



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# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES



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**NAME:** Middle-earth: The Wizards  
**COMPANY:** Iron Crown Enterprises  
**SET SIZE:** Over 450 cards  
**RELEASE:** December 1995  
**PACKAGING:** 76-card starter decks; 15-card booster packs  
**SUGGESTED RETAIL:** \$9.95 per starter deck; \$2.95 per booster pack

**Here's the Deal:** Based on the worlds of J.R.R. Tolkien, the game is designed for one to five players, each playing as one of the five Wizards: Gandalf, Saruman, Radagast, Alatar, or Pallando. Each Wizard forms a company of characters to gather power for the fight against the forces of darkness. Each starter deck will include three rare and nine uncommon cards. It will also have 24 fixed cards from a set of 50 that will not be included in booster packs.



TM & © Medallion Simulations

**NAME:** Pacific Campaign Limited Edition  
**COMPANY:** Medallion Simulations  
**SET SIZE:** Over 200 cards  
**RELEASE:** December 1995  
**PACKAGING:** 65-card starter packs; 15-card expansion packs  
**SUGGESTED RETAIL:** \$9.50 per starter pack; \$3.25 per expansion pack

**Here's the Deal:** Based on the *Echelon of Fury* system, this is a tactical military card game designed to simulate the Allied campaign in the Pacific islands during World War II. Cards depicting freighters, landing craft, and destroyers as well as Japanese planes and submarines are included; fighting progresses from beach assaults to inland hand-to-hand action.



TM & © Marvel Entertainment Group, Inc.

**NAME:** PowerSurge  
**COMPANY:** Fleer  
**SET SIZE:** Approximately 200 cards  
**RELEASE:** December 1995  
**PACKAGING:** Nine-card booster packs  
**SUGGESTED RETAIL:** \$1.59 to \$1.89 per booster pack

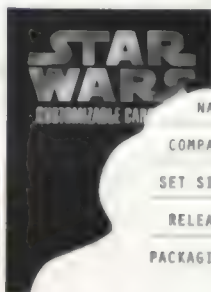
**Here's the Deal:** This expansion of the popular Marvel superhero CCG includes 21 new heroes, including Ghost Rider, Dr. Strange, and Daredevil. Each new hero comes with six specials, and the set includes a sixth special for each of the original 39 heroes. Each pack will include eight playing cards and one mission card. Two new missions, "Sins of the Future" and "Separation Anxiety," have been created for the expansion.



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**NAME:** RuinsWorld  
**COMPANY:** Medallion Simulations  
**SET SIZE:** Over 200 cards  
**RELEASE:** December 1995  
**PACKAGING:** 65-card starter decks; 15-card booster packs  
**SUGGESTED RETAIL:** \$8.95 per starter deck; \$2.50 per booster pack

**Here's the Deal:** Touted as having the best of both RPG and CCG games, *RuinsWorld* lets players build characters that act together as a team playing against the deck, not just each other. Each player's cards make up a Journey deck, Market deck, Play deck, and Character. Each player gets a secret objective that governs the choice to stay with the party or venture off alone.



TM & © Lucasfilm Ltd.

**NAME:** Star Wars  
**COMPANY:** Decipher  
**SET SIZE:** 324 cards  
**RELEASE:** December 1995  
**PACKAGING:** 60-card starter packs; 15-card expansion packs; two-player game package, with 60-card "light force" deck and 60-card "dark force" deck

**Here's the Deal:** Designed by Tom Brannlich and Rollie Tesh, who did Decipher's *Star Trek: The Next Generation* game, the *Star Wars* CCG allows players to manipulate the Force by directing characters and elements represented by the cards. Expansions are planned, each named after one of the three films in the series (*A New Hope*, aka *Star Wars: The Empire Strikes Back*; and *Return of the Jedi*), and the *Shadows of the Empire* series of novels.



TM & © White Wolf

**NAME:** Wyrms  
**COMPANY:** White Wolf  
**SET SIZE:** Over 180 cards  
**RELEASE:** December 1995  
**PACKAGING:** 15-card booster packs  
**SUGGESTED RETAIL:** \$2.50 per booster pack

**Here's the Deal:** Players control packs of Wyrms creatures, pitting Bones, Fomori, Black Dancers, and Nexus Crawlers in battle against Garou characters. Wyrms characters will have their own targets in the Hunting Grounds: Victim cards. Each booster pack includes a fold-out rule book with the new rules concerning the Wyrms set.

# THE WYRM

Fingthane Bloodjaw looked out over the factory grounds at the sad little pack of Garou who thought they were penetrating the security undetected. He smiled a split-gummed grin. Kills-the-Weak placed a hand on Fingthane's shoulder, careful to avoid the cancerous boils there, and burst out laughing as the factory's defense fombri burst from their shallow graves beneath the edge of the reactor and began to burn the Garou with their radioactive, acid touch. Oh, yes. This would be a glorious night for the Wurm indeed.

Taking evil to all-new heights, the Wurm features almost 200 new cards for use with RAGE, but with a unique twist. These cards allow you to play Wurm packs against Gaia's packs of Garou, Band together Black Spiral Dancers, Pentex First Teams, Seventh Generation Covens and Banes to crush the pitiful Garou in their fight to save the Earth. Not for babies, whiners or wuss-bags.





# It's Easy Being GREEN

By Patricia Michaels

"Uh-uh. It won't work. It's a bad idea. It's a stupid deck, and you're gonna get crushed." When I first assembled an all-green deck, I was repeatedly told by self-proclaimed *Magic: The Gathering* experts that one-color decks don't work. They're too susceptible to color hosers, and they can't handle multicolor opponents.

Maybe they had a point. I gave it some thought, and threw in three red cards. If nothing else, I thought, that'd shut them up.

It did. In fact, it kicked their butts.

"How?" you must be thinking. In a world of five-color decks loaded with more Moxes than you can shake a pack of *Fallen Empires* at, how can green stand alone?

Speed, baby, speed. In cutthroat tournament play, the player who can gain an upper hand quickly is the player with the best chance of winning. And this deck moves faster than a Domino's delivery boy on a caffeine high. The combined might of your mana-generating elves will put the pedal to the metal.

But don't go thinking this is a wee-nie deck. Oh no. While you can let your elves act out by nipping at your opponent, their main purpose is to bring your big guns out—fast. If your foe thought getting stung by a few elves was unpleasant, his morale will be in his socks when he finds himself looking

down the barrel of a third-turn Scaled Wurm. This deck strives to flatten foes quickly with that and other powerhouse creatures.

Concentrate on getting your mana out as fast as you can. If it's a choice between sending in a couple of elves to attack or tapping them to bring in more elves, go for the extra Keeblers.

As for the non-mana-generating critters, they're pretty straightforward, with the exception of the Wall of Tinder. Avoid using it for a green spell unless you absolutely must; it's one of the few sources of red mana in this deck.

Green can handle almost any trouble card that puts a burr in your britches. An *Icy*'s tapping your biggest critter? Crumble it and sweep the pieces under the rug. Besieged by flyers? Rain on their formation with a Hurricane. Tranquility soothes annoying enchantments out of existence, and a Desert Twister doesn't care what it drills into the ground as long as you pick up the tab.

Even up against another speed-creature deck, a quick Lure can open the door for your army to finish the fight while his blockers crowd around the doomed Llanowar with a one-way ticket.

Hold on to the An-Havva Inn till you get at least five creatures into play, and try not to cast Stampede unless you can spread its effects over



## Lean Green Machine

### CREATURES

#### GREEN

- 1 Autumn Willow
- 3 Erhnam Djinn
- 1 Force of Nature
- 2 Fyndhorn Elders
- 4 Fyndhorn Elves
- 2 Hungry Mists
- 1 Jothull Wurm
- 2 Killer Bees

### 4 Llanowar Elves

#### 1 Scaled Wurm

### SPELLS

#### GREEN

- 1 An-Havva Inn
- 2 Crumbles
- 1 Desert Twister
- 4 Giant Growth
- 1 Hurricane

### 1 Lure

- 1 Primal Order
- 1 Regrowth
- 1 Stampede
- 1 Tranquility

### RED

- 2 Lightning Bolts
- 1 Wheel of Fortune

### ARTIFACTS

- 1 Foldon's Cane
- 1 Sol Ring
- 1 Zurin Orb

### LAND

- 13 Forests
- 1 Pendelhaven
- 2 Strip Mines
- 2 Taiga

### 3 Tinder Walls

### WIDEBOARD

- 1 Crumble
- 3 Lifeforces
- 2 Lightning Bolts
- 1 Sandstorm
- 2 Shatterstorms
- 3 Tranquillities
- 3 Tsunamis

**Happy holidays from the jolly card fiends at InQuest!**

## The 12 Days of Christmas

## WYRSE

2 Pureloves (Again with the "White Christmas" song.)

**BLUE**

1 Snowfall ("Let it snow, let it snow, let it snow!")

## WED

1 Goblin War Drums ("Shall I play for you, pa rum pa pum pum, on my drum?")

## CREATURES

GREEN

1 Wall of Pine Needles ("Oh, Christmas tree, oh Christmas tree....")

## REC

1 Goblin Snowman ("In the meadow we can build a snowman, and pretend that he is Parson Brown.")

2000

1 White Knight ("Silent night, holy night, all is calm, all is bright.")

## ARTIFACTS

1 Ring of Renewal (Not quite "five golden rings," but close enough.)

## LANDS

2 Jundres

## David Joyce Man of Good Will



J A N U A R Y 1 9 9 6



Now go stick an elven boot in somebody's keister and teach them naysayers that it's easy being green.

**David Michael, a teacher who lives in New York, thinks that  
the gods are talking to us.**

# Up Your Sleeve

## Surprise strategies for unappreciated *Magic* cards

### TIME ELEMENTAL

By Beth Moursund

is one of the most powerful and versatile cards in the deck. With it, you can return one land, creature, artifact, or enchantment to its owner's hand each turn.

That means you can block with a Basilisk, then bring it back to your hand; the blocked creatures still die. Use it on an opponent's creature each

turn to keep giving it summoning sickness, or on a token creature to remove it from the game completely.

But that's just the beginning. If you're using a card that affects the untap phase—Stasis, Winter Orb, Smoke, and so on—try unsummoning it at the end of your opponent's turn. That way, you get to untap as normal.

Before you finish your turn, recast the spell: your opponent will suffer its full effects! A similar trick works for Ankh of Mishra.

Time Elemental also works as a "reset switch" for cards that use counters. Summon Triskelion, ping away, return it to your hand, and recast it. Play the same trick with Tetravus, moving the counters off each turn for a big swarm of 1/1 Tetravites.

Time Elemental can also reset cards that accumulate counters. Cast Unstable Mutation on one of your creatures, attack, then return the enchantment to your hand just before your next turn. If the creature accumulates -1/-1 counters, you can always Elemental the critter back into your hand and recast it. You can also repair a creature hurt by Spirit Shackle this way.

Before you try either trick, remember Time Elemental's biggest limitation: it can't target enchanted permanents. If you want to return

an unstable mutant or shackled spirit to your hand, you'll have to get rid of the enchantment somehow.

What else can you do? Cast a Voodoo Doll, use it until it gets so big that you can't pay for it anymore, and reset it with the Elemental. Use any cumulative upkeep card until the upkeep gets too high, then yank it back and recast it for a fresh start. Or annoy your opponents to no end by Elementaling their charged-up Mana Batteries, Fungusaur, Vampires, Thallids... you get the idea.

Time Elemental helps when you need just one more mana of a particular color for a spell—tap a land for mana, Elemental it, then play the land and tap it again. The same trick can get two uses of an artifact per turn, if you have enough mana to pull it off.

Any card that destroys itself at the end of the turn goes well with the Time Elemental. Cast Ball Lightning, attack, and bring it back to your hand for use next turn. Blast your opponent with a Rocket Launcher or wipe the board clean of creatures with Pestilence, then retrieve it for later use.

Don't let the fancy combinations make you lose sight of the simple uses. Since Time Elemental is blue, it's often used in a deck with Counterspells and Spell Blasts: if your rival gets an annoying card out, you can send it back to her hand, then counter it when she tries to recast it.

Since it's so useful, Time Elemental often has a large bull's eye painted on it the moment it comes into play. Tim can't kill it, but at a toughness of two, it's a target for Lightning Bolts, Fireballs, and other direct damage. A Regeneration, Blessing, Giant Strength, or other such spell may help keep your Elemental alive, but won't guard against Terror or Swords to Plowshares. A ward of the proper color can be invaluable. You may want to keep a Counterspell in reserve.

But of course, once the Elemental's recovered from summoning sickness, it can always flee danger by returning itself to your hand!



■ Hurry up and learn to use this card to its fullest... Time's a-wastin'.

Beth Moursund wishes she had a real Time Elemental under her command, since she spends far too many hours on Magic.

ATTENTION GAMERS

# Capture The Magic

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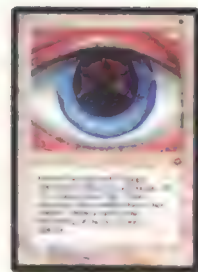
# Stumpers

By Beth Moursund

**FLASH! We interrupt your regularly scheduled Stumpers programming to bring you this special, all-*Homelands* edition.**



■ "Battery acid? You're soaking in it."



■ "Ithan's Shade! Ithan's Shade! Everywhere I look...hey, who's been screwing with my contacts?"

**Q:** Could you Memory Lapse your own spell if it's countered?

—Kendall Redburn, Wilmington, DE

**A:** What a great use for Memory Lapse! Yes, you can, and because of the way the timing rules work, your opponent's counter-spell will be put "on hold" while you cast your own interrupts. Your Memory Lapse will counter your spell and put it on your library. Then your opponent's counter will resolve, and fizzle because it has no target (so if it was a Power Sink, you don't even have to tap out). On your next turn, you can draw the spell back from your library and cast it again.

**This month's winner walks off with three different foreign edition Magic packs and an autographed Magic card!**

**Q:** On the card Evaporate, if a creature is a blue-and-white legend, does it take two damage?

—Rainer Ludloff, Baltimore, MD

**A:** No, only one damage. Evaporate looks at each creature on the table and asks, "Are you blue or white?" If the answer is "yes," then Evaporate does a point of damage to that creature.

**Q:** What exactly is a minotaur? Specifically, does an Anaba Bodyguard get +1/+0 from the Anaba Spirit Crafter?

—Edna Yahil, Copenhagen, Denmark

**A:** A minotaur is anything that says "Summon Minotaur" or "Summon Minotaur" on the line below the picture, or any token creature that was called a minotaur by the card that created it. (No, there's no such card yet, but who knows what they might print in the future?) The Anaba Bodyguard is a "Summon Bodyguard" not a "Summon Minotaur," so he doesn't get the bonus. Similarly, the Goblin King doesn't give a bonus to the Goblin Rock

Sled, because it's not a "Summon Goblin."

**Q:** Can you tap a Baron Sengir to regenerate itself?

—Anthony Robidart, CA

**A:** No, because Baron Sengir is a "Summon Legend," not a "Summon Vampire." He can only regenerate Vampires.

**Q:** If the card revealed by Prophecy is not a land, is the library shuffled?

—Lars Onsager, Cyberspace

**A:** Yes

**Q:** If Sea Troll is not involved in an attack and a Prodigal Sorcerer kills it, can the troll regenerate?

—Lars Onsager, Cyberspace

**A:** Nope. The Sea Troll's regeneration is of very limited usefulness.

**Q:** I attack with my two Joven's Ferrets. My opponent uses Ray of Command to take control of one of them, and blocks "mine" with "his." Which, if any, dies?

—Han Tesselaar, Leiden, Netherlands

**A:** Neither one dies. As soon as a Joven's Ferret is declared as an attacker, it gets a +0/+2 bonus. That bonus lasts until the end of the turn, even if something like Ray of Command removes the Ferret from the attack. So both Ferrets are 1/3, and neither can kill the other. The one that blocked won't untap during its next untap phase.

**Q:** Can Didgeridoo or any of the other cards whose effect is to put a card directly into play be used as a fast effect to "summon" a blocker after an attack has been declared?

—Sanford J. Cohen, Reseda, CA

**Q:** If Ether Storm and Didgeridoo are out, can I still use Didgeridoo to summon minotaurs?

—David Sparling, Novi, MI

**A:** Yes, to both questions. Don't think of Didgeridoo as a "summon"—it's just a fast effect, and it's legal any time that fast effects are legal, including during an attack. Also, it isn't affected by anything

that affects summoning, like Ether Storm, Remove Soul, Planar Gate, or Feroz's Ban.

**Q:** Are artifact creatures affected by Feroz's Ban and other cards that target summon spells?

—Thomas Willemsen, Berlin, Germany

**A:** Nope. Artifacts are "cast" and not "summoned," so nothing that affects summoning has any impact on them.

**Q:** Do the new "prismlands" in *Homelands*, like the An-Havva Township, produce colored mana or do they convert mana from one type to another? If it's a conversion, then Mana Flare, Ritual of Subdual, and so on shouldn't affect them when they're used for colored mana.

—Brendt Hess, Portland, OR

**A:** The prismlands produce mana. They just require an extra cost, in addition to tapping, to produce it. Mana Flare and so forth do affect them.

**Q:** If a *Homelands* card is in an Ice Cauldron, Icy Prison, or Safe Haven and Apocalypse Chime is played, does it get buried?

—Marcos Gouvea, Waterville, ME

**A:** Nope. Apocalypse Chime only affects cards in play. Cards in your hand, your library, the ante, or any of the various "out of play" areas established by Ice Cauldron and the like are unaffected.

**Q:** If Eron the Relentless gets killed while a Mana Flare is out, can I tap three lands and pay six mana to regenerate him twice and avoid the mana burn I'd get from tapping two lands and having one mana left over?

—Marcos Gouvea, Waterville, ME

**A:** Yes, if you do it just right. You can't regenerate something that's not on the way to the graveyard or something that's already been regenerated. But you can activate a regeneration ability, then, before it resolves, activate it again. The regenerations resolve in last-to-first order, like any other fast effects and the second one to resolve fizzles since the

creature isn't on the way to the graveyard any more.

**Q:** Is Feroz's Ban cumulative, so that if you have two of them in play summon spells cost an extra four mana?  
—Marcos Gouvea, Waterville, ME

**A:** Yes, it is. It's also cumulative with Planar Gate, which makes your summon spells (but not your opponent's!) cost two mana less to cast. If you have one of each out, you can just pay the normal amount.

**Q:** If you band two Greater Werewolves (say, using a Helm of Chatzuk) and a creature blocks the band, does it get two -0/-1 counters?  
—Marcos Gouvea, Waterville, ME

**A:** Yes. And before it gets the counters, it will already have taken four points of damage from the Werewolves. That should be enough to ruin any creature's day.

**Q:** What's the deal with Spectral Bears? Do they not untap ever if your opponent isn't playing black, or do they untap every other round?  
—MacKenzie Smith, Piermont, NY

**A:** Every other turn, if you keep attacking with them. (If you don't attack but something else taps them, like an Icy Manipulator, then they untap normally.)

**Q:** Can my opponent pay one green mana to affect my Autumn Willow with spells and effects?  
—Dawn R B, Cyberspace

**A:** No. Only the controller of a card can pay to

activate it, unless the card specifically says that any player can. (Armageddon Clock and Ith-Biff Efreet are two cards that let any player use one of their abilities.)

**Q:** Does the An-Havva Constable count himself as a green creature when determining his toughness?  
—Dawn R B, Cyberspace

**A:** As long as he's green he does. So he's normally a 2/2 even if he's the only creature out. But if you Sleight of Mind or Lace him, he'll drop to 2/1.

**Q:** Can a Chaos Orb and an Oubliette be used on an Autumn Willow?

—Philippe Denis, Cyberspace

**A:** If a Chaos Orb lands on Autumn Willow, it destroys her, because Chaos Orb is a non-targeted effect. Oubliette, however, was ruled to be targeted even though it doesn't use the word "target," so you can't trap her in one of those unless her controller pays a green mana to allow you to target her.

**Q:** If a player puts a Strip Mine into play and his opponent immediately casts Jinx to turn it into an Island, can the "stripper" respond by tapping the Mine?  
—Bob Perez, Cyberspace

**A:** Yes. You can't stop someone from using a Strip Mine with Jinx, or for that matter with any instant-speed effect.

**Q:** If someone uses an Apocalypse Chime, can I

respond by casting Jinx on one of my Homelands lands to temporarily make it a Mountain and save it from being buried?

—MTGMaven, Cyberspace

**A:** You can respond with Jinx, but it won't save the land. The expansion symbol on a card is never changed. After the Jinx resolves, you have a Homelands Mountain (kind of like the Mountain from the *Arabian Nights* set). The Chime still buries it.

**Q:** I have Killer Bees in play, and my opponent casts a Torture on it, then uses the Torture to put a permanent -1/-1 counter on the Bees. In response, I tap a forest to keep the Bees from dying. Does this work?  
—Marty Smith, Brunswick, GA

**A:** Only temporarily. At the end of the turn, the +1/+1 wears off, and the Bees buzz off to the graveyard. You can't save them again because it's illegal to use any fast effects in the "heal creatures and remove fast effects" phase.

**Q:** I play a Clone and take the form of a Labyrinth Minotaur. The next turn, my opponent plays An-Zerrin Ruins and declares "minotaurs" as the creature type. Is my Clone frozen too?  
—Keith J. Olexa, New York, NY

**A:** Yes, it is. (Does that make it an Ice Cream Clone?) Clone and Doppelganger copy the card type along with all the rest of the card. Hey, let's all warmly welcome *InQuest's* newest member—and by far its

## MAGIC RULINGS

The Wizards of the Coast Rules Group changed its minds on a few things, so we'll start out with a couple of reversals.

If a card affects creatures with landwalking, it affects all variants of that kind of landwalking as well. This means that the Merfolk Assassin can now kill creatures with snow-covered islandwalk as well as regular islandwalk.

The duration for effects that don't say when they expire is now "permanent" instead of "until end of turn." However, all of the old effects with no listed expiration have errata added, so don't think that your Revised Atags just became awesome. This ruling fixes Dream Coat, Shyft, and the new version of Sentinel.

### Errata

On all old cards with no listed expiration except interrupts, add "until end of turn."

If you don't pay the Demonic Hordes upkeep, the land is sacrificed, not just destroyed.

### Clarifications

Power Artifact on an Ice Cauldron is pretty useless, since the Ice Cauldron's counter only looks at the mana actually spent.

A land-creature with Consecrate Land still receives damage normally; it just can't be sent to the graveyard by the damage. Disintegrating such a creature still removes it from the game.

If a Sengir Vampire damages something and it goes to the graveyard later in the turn, the Vampire gets a

counter even if its victim is no longer a creature by the time it goes to the graveyard.

### Blocking

We've now got a number of different cards that can rearrange blockers. This has caused a lot of confusion over abilities that affect creatures blocking or blocked by a particular creature.

A creature is only "assigned to block" during the "declare blockers" step of combat, and each creature can only be "assigned to block" a single creature. If the attacker is part of a band, the blocker is blocking all of the band, but was only "assigned to block" one of them. Effects which trigger on something being "assigned to block" all resolve at the end of the "declare blockers" step, even if the blockers were assigned separately. If the blockers are rearranged later, the new arrangement will not trigger any "assigned to block" effects. However, both the old and the new arrangements count for "blocking or blocked by" effects.

False Orders can only be played at the end of the "declare blockers" step, before the "assigned to block" effects trigger. It counts as if the defending player had chosen the False Orders assignment instead of whatever he or she originally tried to do, so a new blocker will trigger "assigned to block" effects and a creature which tried to block but was False Ordered not to doesn't count as having blocked at all.

Clockwork Avian, Clockwork Beast, Elder Land Wurm, Imprison, Lurker, Time Elemental, Wall of Caltrops, and

Ydwen Efreet all have abilities that trigger when something is assigned to block.

Merchant Ship triggers at the same time as these, if nothing was assigned to block it. All of the "if X attacks and is not blocked you may choose to..." abilities, however, are fast effects, usable after the triggered effects are finished.

Aisling Leprechaun, Goblin Flotilla, Spitting Slug, and Wall of Dust all have abilities that trigger both when something is assigned to block and when the blocking is switched.

Abu Ja'far, Tidal Flats, Wall of Shadows, Wall of Vapor, and The Wretched all have abilities that affect only the creatures that they end up blocking or being blocked by, regardless of what used to be blocking.

Abomination, Battering Ram, Cockatrice, Glyph of Delusion, Glyph of Doom, Glyph of Reincarnation, Infernal Medusa, Infinite Authority, Thicket Basilisk, and Venom all have abilities that affect everything that blocked or was blocked by the creature at any time during the combat, even if later rearranged.

HEY, QUIT WHINING. IT'S EITHER THIS OR WE GRAFT A HUMAN EAR ONTO YOUR BACK.



Power Artifact + Ice Cauldron =  
Nothing.

**Q:** My opponent has a Thunder Spirit and a Blinking Spirit out. I cast Retribution on them. He returns the Blinking Spirit to his hand and claims that the spell fizzles since there were not two target creatures available. Somehow this does not seem right, since there was a valid target when I cast the spell. What is the ruling on this?  
—NeoBaron, Cyberspace

**A:** You're right, your opponent was wrong. If a spell has multiple targets and one or more of them goes away or becomes illegal before the spell resolves, it still affects all of the other ones. It doesn't fizzle unless *all* of the targets are gone or illegal.

**Q:** I have a Saryb Sprite with Funeral March on it and Autumn Willow. I activate Autumn Willow's targetability and cast Giant Growth on it. I attack. My opponent blocks Autumn Willow with a Prodigal Sorcerer and then taps the Prodigal Sorcerer to kill the Saryb Sprite. If Autumn Willow is my only other creature, is she buried with the Saryb Sprites?  
—Lars Onsager, Cyberspace

**A:** Well, not "with" them, but immediately afterward, since the Funeral March will require you to sacrifice her. Even if you hadn't activated Autumn, she'd still end up in the graveyard—sacrifice isn't a targeted effect and can't be prevented.

**Q:** My opponent has an ugly little weenie horde out to get me. I cast Torture and Funeral March on one of his creatures. I have two Crowns of the Ages in play. Now, when I kill his creature with the Torture, I want to use the Crowns to jump both the enchantments onto another of his creatures. Can I wait until he announces which of his other creatures he will sacrifice (due to the Funeral March) before I announce where the enchantments will go?  
—Reed Kindt, Lethbridge, Alberta, Canada

**A:** You're out of luck. You can activate one or both Crowns in response to using Torture and the -1/-1 counter will still go on the creature Torture came from, but you have to say what's being moved and where at the time you use a Crown. The Crown effect will resolve first. If you move the Funeral March in response to activating the Torture, then the March won't activate unless the creature it moves to leaves play. And if you move the Torture but not the March, then your opponent can sacrifice the creature you moved Torture to.

In other words, no matter how you play it, you won't be able to use the spells indefinitely. You might be better off using either Torture or the March but not both. One possible method: Torture several enemy creatures until they have one toughness, then *Persistence* for one, killing your enemy's unintentionally weenie creatures.

**Q:** On An-Zerrin Ruins, what exactly does "creature type" mean?  
—Everybody and his brother

**A:** See the "Homewreckers" article on page 34 for explanations of this and other confusing cards!

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

**STUMPERS c/o InQuest**  
151 Wells Ave.  
Congers, NY 10920

## Stumpers

Include your full name, mailing address, and phone number.

## S P O T L I G H T :

### Star Trek: The Next Generation Customizable Card Game

## Stumpers

**Q:** Is it legal to count the number of cards under a mission, or look through a discard pile during a game?

**A:** Nope, unless a card says you can.

**Q:** If I have two Picards in my deck and one gets killed, can I play another one?

**A:** Yes. The only rule is that you can't have more than one in play at one time.

**Q:** Can I mis-seed an artifact, causing it to be discarded, and then use Res-Q to grab it from the discard pile?

**A:** No. Artifacts that are mis-seeded should be taken out of play completely, not put in the discard pile.

**Q:** Can a non-aligned leader in command of a Federation ship attack without being fired on first?

**A:** Yes.

**Q:** Can I beam one "volunteer" down to a planet to set off the first dilemma, and wait to send the rest of the team until it's safer?

**A:** Yep, and the poor sucker traditionally wears a red shirt. Anyone can "attempt a mission," even if you know you don't have the needed skills. This strategy is excellent for many dilemmas, but can sometimes backfire. By the way, holograms make great redshirts!

**Q:** Can Data be carried off by the Male's Love Interest dilemma? What about Alexander?

**A:** Yep. They're both males. Data is described as "fully functional," and as for Alexander—well, some of these aliens are pretty kinky.

**Q:** Does "owner's choice" mean the owner of the dilemma or the owner of the affected team?

**A:** The owner of the team.

**Q:** Which cards count as leaders?

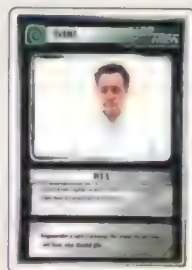
**A:** Any officer, or anyone with leadership skill (including T'Pol's 1/2 leadership), can lead a team or ship into battle. If a dilemma or mission requires leadership, though, you need cards with the full leadership skill. T'Pol won't cut it.

**Q:** If my opponent takes control of my crew using Alien Parasites and then completes a mission with them, who gets the points for it?

**A:** Your opponent does.

**Q:** Can I Scan or Full Planet Scan a location where I don't have a ship?

**A:** Yep. Those scanners are amazingly powerful.



■ The Continuum is supremely powerful, but it can't RES-Q mis-seeded artifacts.



■ Yes, this card can turn Data on.

For answers to additional *Star Trek: The Next Generation Customizable Card Game* Stumpers, e-mail [DAnswerMan@aol.com](mailto:DAnswerMan@aol.com) or check out Decipher's web site at <http://www.decipher.com/decipher>. Traditionalists can write to Decipher at 253 Granby St., Norfolk, VA 23510-1813.

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— Captain Ishai at Greenfield Castle

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## The 10 most desirable *Homelands* cards.

**N**o sooner was *Homelands* out of the bottle than the *InQuest* staff got to “work” play-testing cards. And play-testing cards. And...

Finally, after agonizing over legends, enchant worlds, Serras and Sengirs, grading 'em for versatility, desirability, raw power, and overall usefulness, we had our 10 best cards...



## 1. AUTUMN WILLOW

Let's get this straight. A green 4/4 legend that can't be targeted by opponents... all for six mana? What are you, freakin' crazy?! You can't lcy her, you can't Swords to Plowshares her, you can't Maze of Ith her... you can't get rid of her! Short of mass-destruction spells like Wrath of God, she's not going anywhere! One of the most powerful cards green has ever had access to... who wouldn't want the Mistress of the Woods?



## 2. BARON SENGIR

This guy's like the godfather of the Sengir clan, and you don't wanna mess with any of those fellas. A master of darkness, one who grows stronger from the blood of opponents and holds the power of life and death over vampire legions, the Baron's just plain evil. (And if he isn't the coolest-looking legend on the planet, we don't know who is.)



### 3. PRIMAL ORDER

Hey, it's like Karma for everybody! The best tournament card in *Homelands*. Everyone uses non-basic lands like Maze of Ith and the duals. With Primal Order, you can burn all opponents for a point per funky land (just make sure you don't get burned yourself). Even if it's only one damage a round, it's worth it—and odds are, you'll get in even more than that.



#### 4. AN-ZERRIN RUINS

Slam! Imagine being able to freeze a whole race of creatures with just one card. Now you can, with *Homelands'* An-Zerrin Ruins. Even if your opponent's not playing a pure theme deck, you may find him relying on a few vampires or one too many elementals, and boom—you've got a selective Meekstone to bring his troops to a halt.



#### 5. MARJHAN

I hope the whale that's about to be lunch isn't the one with Pinocchio and Gepetto inside. Well, even if ol' Marjhan here eats Disney characters, he's still OK in our book. Not only can he block with his enormous 8/8 bulk, he can pick off attacking creatures without flying. Oh, and if your opponent thinks that her islands will provide a safe refuge, think again...



#### 6. IHSAN'S SHADE

How many 5/5 black creatures can you think of that don't have a drawback or a nasty upkeep cost? Well, Ihsan's Shade has no drawbacks, but it does have protection from white, meaning it'll never fall victim to *Swords to Plowshares* or *Spirit Link*, and it can't be *Terrored* or *Dark Banished*. For six mana, this is a bargain, and another card that's sure to make its way into the tournament scene.



#### 7. ERON THE RELENTLESS

Aptly named, Eron is a 5/2 dynamo who can attack the turn he's summoned (!) and, for three red, regenerate to come back for more. It's as great a surprise attack as *Ball Lightning*, and it keeps on coming! Our only beef with the guy: how many regenerators do you know who have scar tissue on their faces?



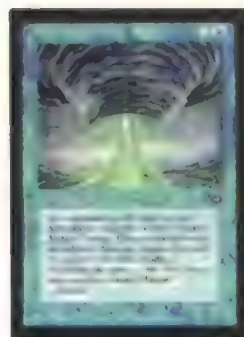
#### 8. MYSTIC DECREE

Hey, that guy in the picture's got one o' them big bubble wands! Keen. Anyway, blue now has a *Gravity Sphere*, only better. For two blue and two others, this enchant world can eliminate all flying and islandwalk. Sounds like a bargain to us, the only drawback being that blue relies heavily on flying creatures.



#### 9. SERRA AVIARY

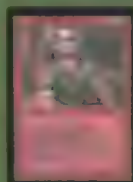
Y'know, there are more *Magic* flying creatures than M&Ms on the planet. That makes this enchant world, which gives all creatures with flying +1/+1, pretty darn special. Since white's got plenty of flying, toss this in with multiple *Crusades* and *Angelic Voices* and go for some serious frequent flyer miles.



#### 10. AETHER STORM

Yaaay, blue has more irritating spells! If you're into creatureless decks, have we got a card for you. *Aether Storm*, with its "pay four life or you summon squat" power, is grade-A material for players high on direct damage decks. Expect them to start popping up in tournament sideboards sooner rather than later.

## HONORABLE MENTION



#### JOVEN

For runner-up, we went with the second-fattest legend (right behind the chunky "For the love of God, somebody please put me in a deck!" *Rohgahh of Kher Keep*). Our large friend Joven here taps and takes three red mana to destroy a target non-creature artifact. Not too shabby. In desperate straits, you can even use Joven to get rid of your own backfiring artifacts.

## WORST



#### SORAYA THE FALCONER

All right, who's kidding who here? Somewhere along the line, the *Homelands* designers ran out of legend ideas. "All Falcons get +1/+1." What, all two of them? You can't be serious. How about "All Dandans get +1/+1" instead? Puh-lease.

The InQuest staff, after buying a dozen boxes of *Homelands*, still only have like one *Foerie Noble*. How the hell are we supposed to build our all-Foerie deck?

# Home wreckers

## The 10 most confusing Homelands cards

As I mentioned in issue #6's "Icebreakers," every new set of cards has a few that make you say, "Huh?" *Homelands* is a smaller set than *Ice Age*, so as you'd expect, it has fewer puzzlers. Still, some *Homelands* cards are generating more than their share of confusion. Here are the ones we've seen the most questions about.

**By Beth Moursund**

### An-Zerrin Ruins

An-Zerrin Ruins seems straightforward. When you cast it, you announce a creature type, and the Ruins prevent all creatures of that type from untapping during the untap phase. But as soon as the card appeared, every *Wizards of the Coast* representative was hit with a deluge of questions about what, exactly, a "creature type" is.

For creatures that are summoned, the type is the word after "Summon" under the card's picture, ignoring plurals. For example, Willow Faerie reads "Summon Faerie" and Scryb Sprites says "Summon Faeries," but they are both the same creature type: Faerie. For token creatures, the creature type is defined by the card that created the token. For example, Drudge Spell (see below) says "put a Skeleton token into play," so the token's creature type is Skeleton. Artifact creatures, animated artifacts, and living lands have no

creature type, so An-Zerrin Ruins can't affect them.

An-Zerrin Ruins only affects the untap phase. If the creature has an untap cost or a special ability that allows untapping at some other time, the Ruins won't bother it.

An-Zerrin Ruins is a non-targeted effect, so if you pick Faerie as the type, it will work on Sea Sprites even though they have protection from red. Similarly, if you pick legend as the type, it will work on Autumn Willow (see below).

If you pick legend as the creature type, does it include Elder Dragon Legends? If you pick wall as the creature type, does it include artifacts that say "counts as a wall" on them? As of press time, the jury was still out on these two questions. Most of the *Wizards'* representatives think that the both answers will probably be "yes," but the *Wizards* Rules Group hasn't announced an offi-

cial ruling yet. Watch the *Magic* Rulings section in *Stumpers* for the final decision, perhaps as early as next month.

### Autumn Willow

Autumn Willow is a green legend with a rather unique ability: she cannot be targeted by spells or effects, but by paying one green mana you remove that restriction for a target player (usually yourself) for the rest of the turn. The other player (or players, in a multiplayer game) still can't target her.

This is the first *Magic: The Gathering* card that monitors who targets it. Most cards, of course, are targeted by their controller, although some, like Cuombajj Witches, Chain Lightning, and Chain Stasis (see below), let others use them too. But your opponent can't use those cards to target your Willow unless you've paid to allow it, even when it's your card, because they're still doing the targeting.

Autumn Willow's ability, like all card abilities that don't say otherwise, only works when she's in play. You can counterspell her as she's being cast, or use Animate Dead to pull her out of the graveyard, and her ability won't interfere. Once she's come into play, the Animate Dead is an enchantment, not a spell, so her ability won't interfere with it. (The same rule applies if you pay a green to let yourself target her, and then cast an enchant creature spell on her. Once it's in place, it's no longer a spell, so it will stay there even after the turn ends.) Also, damage-prevention effects target the damage, not the creature, and regeneration targets the "death" effect, so you can use them on the Willow without activating her.

Autumn Willow is hard to kill, but she's by no means invincible. She has no protection against non-targeted spells and effects such as Wrath of God, Pestilence, and Earthquake.

### Mammoth Harness

Mammoth Harness' description uses a long, convoluted sentence with too many "creatures" in it, leaving a lot of players scratching their heads and asking, "Is this something I cast on my own creatures to make them better, or on my opponent's creatures to hinder them?" Basically, the Mammoth Harness gives "last strike" to the creature that it's on. But since *Magic* doesn't have anything called "last strike," the creature blocking or blocked by the Harnessed creature gets first strike instead.

For example, you have Spectral Bears and I have a Phantom Monster that you've cast Mammoth Harness on. If I attack with the Monster and you block with the Bears, the Bears gain first strike and will kill the Monster without taking any damage. Note, though, that if the Harnessed creature has first strike itself, then it will strike at the same as its opponent. For example, if you block a Mammoth Harnessed White Knight with a 2/2 creature, both creatures will have first strike, and both will die.

Also, when a

Harnessed creature blocks a band, the Harnessed creature's controller assigns her creature to block only a single member of the band. In effect, only that attacking creature will get first strike. If the defender survives, it gets to distribute damage to and take damage from all the other members as normal.

### Giant Albatross

Giant Albatross is somewhat similar to Abu Ja'far: when it goes to the graveyard, you can pay two mana (including one blue) to bury all the creatures that damaged the Albatross this turn. However, the creatures' controller can save any or all of the targets by paying two life apiece. Unlike Abu, the Albatross' ability is based on dealing damage, not on blocking. If the Albatross is killed by a poke from a Prodigal Sorcerer, you can bury the Sorcerer.

Since the card specifically says that this ability is used when the Albatross goes to the graveyard from play, it overrides the normal rule limiting which fast effects can be used at that time.

You can activate the Albatross' ability multiple times to expend extra mana, but doing so won't change the results—all of the "bury" effects happen simultaneously, and a single payment of two life will still save a twice-condemned creature.

### Broken Visage

Broken Visage is expensive, but probably worth the cost, since it works like a combination Ray of Command and Terror, and can even affect black creatures. For five mana, you not only bury an attacking creature, you also give yourself a temporary token creature with the same power and toughness as the buried creature. Although the Shadow doesn't copy any special abilities, like the Hypnotic Spectre's ability to get a +1/+1 bonus from one black mana, but it'll have the buried creature's power and toughness regardless of whether they're affected by a special ability, an artifact, or an enchantment. If your opponent attacks with a 1/1 creature and has Orcish Oriflamme, the Shadow is 2/1.

Typically, you'd use this to blow away your opponent's biggest attacking creature, then use the Shadow to block and kill the next-biggest attacker. The Shadow is buried at the end of the turn, so there's no way you can ever attack with it yourself. Like all token creatures,

the Shadow is removed from the game entirely once it hits the graveyard, or as soon as it leaves play for any reason.

If the Broken Visage's target is removed or becomes illegal before the Visage resolves—for example, if your opponent Unsummons it in response to your casting Broken Visage—then the Visage fizzles and you don't get a Shadow token.

### Abbey Matron

Abbey Matron is a 1/3 creature that requires a tap and one white mana to



give itself +0/+3 until the end of the turn. A tapped creature can't attack or deal damage when blocking, so what good is this ability, other than for saving herself from a Lightning Bolt?

Well, a creature that becomes tapped after blocking still blocks the attacker. So you can use the Matron to block something big and nasty, then tap and pump her. It's just like having a 0/6 blocker—tougher than any white wall in the game.

## Roots

Roots can be cast on any non-flying creature. The creature becomes tapped if it wasn't already. As long as the enchantment remains on the creature, it doesn't untap during the untap phase. It can still be untapped by cards like Twiddle or special abilities, such as upkeep costs that allow it to untap.

Like all "Enchant X" cards, Roots is constantly checking and re-checking its target to make sure that it's still legal. Unlike most enchant creature spells, Roots wants to know if the target regains flying. If that happens, the enchantment is suddenly on an illegal target, and so buried. This means you can get rid of Roots by casting Jump on the enchanted creature.

## Mystic Decree

Mystic Decree is a blue enchant world that takes away the flying and islandwalk abilities from all creatures. This is quite similar to a red enchant world from *Legends*, Gravity Sphere, which removes flying, and raises some of the same questions: what happens if you cast Jump on a creature while one of these is in play, or activate the flight ability of a card like Goblin Balloon Brigade or Gabriel Angelfire?

The answer, which runs counter to many player's intuition, is that the creature

flies. Mystic Decree and Gravity Sphere don't eliminate the possibility of flying—they just take the ability away from all creatures that have it. Another spell or effect can still give creatures the ability. Note, though, that you apply global effects like these to every creature in play, no matter when they were cast. If Mystic Decree is in play and you summon an Air Elemental, the Elemental is grounded unless another spell or effect makes it fly again.

If two or more cards that seem to contradict each other are in play, you need to keep track of which order they were cast to figure out the result. If a creature has Flight cast on it, then later Mystic Decree is cast, the creature is grounded. But if Mystic Decree is already in play and then Flight is cast, the creature will fly. Moving a Flight from one creature to another with Crown of the Ages or Enchantment Alteration makes it count as if newly cast.

Similarly, if Mystic Decree is in play and someone summons a Lord of Atlantis, all Merfolk end up with islandwalk, but if the Lord of Atlantis is in play first and then Mystic Decree is cast, they lose the ability.

## Drudge Spell

Drudge Spell is an enchantment that allows you to spend one black mana and remove two creatures from your graveyard to create a regenerating Skeleton token creature. This is a fast effect, and

can be done any time fast effects are legal, including during your opponent's attack. New skeleton tokens suffer from summoning sickness, but can be used to block immediately. When a Drudge Spell leaves play, all skeleton tokens are immediately buried, even if other Drudge Spells are still in play; it doesn't matter which Spell made which tokens. (The same applies to Sengir Autocrat: if two or more are out and one leaves play, all Serf tokens



**Chain Stasis:** Twiddle?

are buried.)

Since the Drudge Spell targets creatures in graveyards, you must declare which ones you're using when you announce the effect. If something else (say, an Eater of the Dead or Night Soil) removes either or both targets before the Drudge effect resolves, it fizzles and you don't get a skeleton token. Dead token creatures aren't eligible targets; although they go to the graveyard, they don't stay there.

## Chain Stasis

Chain Stasis is Twiddle with a twist. It taps or untaps any target creature, but then gives that creature's controller the option of paying three mana (one blue) to "chain" the effect, tapping or untapping a target creature of her choice—which could even be the same one that was just tapped, if you try to use it on an opponent's creature! This chain continues until a creature's controller stops it. If you have enough mana, you could use one Chain Stasis to untap all of your creatures.

When Chain Stasis is resolving and a player has the option of continuing the chain, he's in a peculiar sort of subphase called a "timing bubble." This is necessary because normally no fast effects are legal while something is being resolved. In this bubble, a very limited set of effects are legal: you can pay to continue the chain, and you can use interrupts that directly provide mana, such as tapping land, in order to pay for the chain. Interrupts that don't directly provide mana, like using a Ley Druid to untap a land, are illegal, so you can't extend the chain unto infinity, as some players thought.

Both *Mourning*'s favorite creatures are *Serf* Spawns. She's thrilled that there's finally a card that gives all *Furries* a home.



**Drudge Spell:** Makin' evil Shrinky Dinks

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# The Final Frontier

The coolest *Star Trek* cards you'll never see.

Not enough half-naked green chicks or extraneous personnel who can be sucked dry by salt creatures.

That's our biggest complaint about Decipher's *Star Trek: The Next Generation Customizable Card Game*. While it's pretty cool and all, it needs more of the hokey stuff that only the original *Trek* can provide.

Since SkyBox is working on a game based on the classic TV show ("Where No Game Has Gone Before," *News & Notes, InQuest #8*), we thought we'd clue them in to the kind of stuff we want to (but will probably never) see in *Star Trek* card games. We think you'll find that we've captured that special magic that made the TV show so... special.

Are you taking notes, SkyBox?

Here we go!



**BEEFCAKE**

**SHIRTLESS KIRK**

When Shirtless Kirk comes into play, all of opponent's female personnel cards come under your control.

**HUNKDOM**

**SEX EDUCATION**

**INTEGRITY**

**CLAWING**

**STRENGTH**

**HAMMY ACTING**

**"GET OFF MY SHIP, MISTER!"**

Shirtless Kirk must be in play to use this card. Force any personnel off any ship with frightfully unsettling overacting.



**FAMILIAR SCENERY**

**HOME COURT ADVANTAGE**

Allows Shirtless Kirk card to defeat any attacking away team cards because he's already filmed on that location eight times and knows it like the back of his hand.

**CHEESY CAMERAWORK**

**DIRECT HIT!**

All players must shake table and stagger from side to side. Continue until one player throws him or herself in the direction exactly opposite from the way all the other players are staggering. Beat that player.

**CHEAP PROP**

**STYROFOAM ROCK WEAPON**

Will stun any away team member with its bad budgetary means.

**INTERRUPT**

**COMMERCIAL BREAK**

Can only be played during a dramatic moment of game play. Game pauses for two minutes so you can get a soda, take a look, or perform a rudeness on a tribble.

# On Deck

Reviewing the latest releases in collectible card games

## THE BOX

### WING COMMANDER

Limited Edition

Publisher: Mag Force 7

Designers: Jeff Grubb and Don Perrin

Genre: Science Fiction

Set Size: 300 cards

Release: August 1995

Packaging: 60-card starter decks; 15-card booster packs

Suggested Retail: \$7.95 per starter; \$2.65 per booster

Rating: \*\*\*

## Wing Commander

**W**ing Commander is Mag Force 7's newest collectible card game. Based on Origin's popular series of space combat computer games, the card game pits Terrans (that's us) against Kilrathi, big, alien, warlike cats whose culture is very similar to the Klingons'.

One player is the Kilrathi, who gets a carrier base, *Sivar's Glory*, for all his fighters. The Terran carrier, *TCS Victory*, identical in all respects, starts across the board. Between them are five unoccupied "Nav Points," arbitrary locations where combat happens, arranged like five pips on the side of a regular die, with the center pip exactly between the two carriers.

Each player gets 30 resource points, needed to play cards, plus four more such points that must be spent immediately. Then he deals himself seven cards. That's the setup.

Because "the Kilrathi are the aggressors," saith the rule book, the Kilrathi player always goes first. Every turn, you get two more resource points, and then you draw two cards (from a minimum deck of 40—curiously, no provision is made for running a player out of cards). Then

you pay resource points to play cards from your hand. Most of what you'll "buy" are fighters, weapons, and personnel.

Fighters don't need weapons or pilot cards to operate, and generally cost one to four points to "muster" to the "ready area." Low-end Kilrathi fighters are quite superior to Terran cheapies, but expensive Terran fighters can really rule the Nav Points. In all, each side has maybe six distinct ship types, not counting the slightly superior elite ships.

The weapon systems are likewise limited, as each side appears to have about a half-dozen distinct weapons—really only attack modifiers, as they don't disappear after use. The only "real" weapon is the torpedo, which does get used up. Pilots likewise give bonuses (and sometimes penalties) to a fighter's rating. Why take a pilot that gives a penalty? Because these pilots have special abilities that are extremely useful in the long run.

Some cards have a "medal" in addition to their cost. To bring these out, you need either to tap a medal-owning personnel already in play or to pay an additional five resource points (a princely sum). Having a medal on a card means you can modify one of the card's stats (typically, Shields or Attack rating) by one point once a turn, which can easily be the difference between life and death for a pilot.

Note that when a fighter is destroyed, you forfeit resource points for the ship, its pilot, its weapon, and the number of medals on each lost card. Not only can this hamper your ability to bring out more ships, if your resource points ever drop to zero, you instantly lose the game! The other way to win involves actually destroying the enemy carrier, but we'll get to that in a bit.



## RATINGS

\*\*\*\*\* THE BEST

\*\*\*\* VERY GOOD

\*\*\* AVERAGE

\*\* WEAK

\* POOR

## Wing Commander Card Description

**A. Card Type:** States what kind of card you got in your hand. Fighters will be listed by class of fighter.

**B. Card Rating/Cost:** How much the card costs to get out or, in terms of maneuvers and battle damage, indicates the difficulty of the maneuver.

**C. Side Indicator:** Terran or Kilrathi—take your pick.

**D. Card Title:** Gives the true name of the personality, the specific squadron of that class of ship (And Motto) and the exact name of the event or combat card.

**E. Card Text:** Further enhancements on what the card can do.

**F. Combat Modifiers:** Assorted symbols and numbers that modify combat abilities and indicate special abilities. Defense modifiers, attack modifiers, medals (used for mustering ships) are all laid out here.

**G. Artist:** Here's that guy or gal that brought us this fine piece.



Bombing better than two, although you can combine fighters' Bombing ratings.

If you can hit for three points of Bombing, you do one hit to the carrier; two hits destroy it. If you somehow manage to do six points in a single turn, you do two hits, destroying the carrier instantly. Unfortunately, most fighters with Bombing ratings tend to be fairly weak, so by the time you can schlep one of these guys across the "field," your opponent is pretty much helpless anyway.

There are, however, Torpedo Mount and Torpedo cards that can be put on a fighter to do an automatic hit on the carrier. An easier way to win is to play the Fighter Attacks Carrier card, as this allows the fighter to bomb the carrier with its Attack rating—and it doesn't take much to get a fighter up to an attack rating of six. Heck, play a card that doubles a fighter's Attack rating and only the weakest, unequipped, unassisted fighter will be unable to destroy a carrier.

Sneakier players can try to fulfill Secret Mission cards. While these, when successfully accomplished, can be devastating (for example, by causing all enemy ships to return to the ready area, leaving nothing to defend the carrier), for the most part, you'll have to blast a few hostiles before finishing up what is generally a 45-minute game.

The artwork, while nice, looks a lot like high-quality screen shots from the computer games, and, except for the squadron insignia, one Arrow-class fighter card is identical to another, so I don't expect that more than a very few of these cards will become very valuable.

There are starter decks for each side, and the cards from each deck are *not* interchangeable. The booster packs contain seven cards from each side, plus a Nav Point card or an extra carrier card.

The design is solid, as neither side appears to have a huge advantage (the Terrans won most of the games we played, despite going second), and the rule book only left a few unanswered questions. But this game does seem to get stale fast. The board, such as it is, just doesn't allow for the complicated maneuvering that would occur in a three-dimensional space battle.

If there were variety in the carrier types—such as a carrier that provides more income, but can only launch one fighter a turn—there would be a bit more play value here. This is, however, an easy enough game to learn, and if you have a friend who absolutely refuses to play fantasy card games, this would be a good one to teach him or her!

—Rick Moscatello

Once you've paid to bring out your cards, you then assemble "Flights," which consist of a fighter plus, if you want, a pilot or weapon. You can move your Flights out of the ready area and into the Nav Point where the carrier is located. Thus, a game must last at least three moves, as you next need to move to the central Nav Point, and move again to the enemy carrier before you could possibly destroy it. Each Nav Point has a "stacking" limit of two friendly fighters (plus Nav Point modifier cards, which, judging from the 300 cards we played with, don't appear to be a big factor in the game). It's recommended that you go out in pairs, because combat is certain to cause one or more casualties on both sides.

So how does fighter-vs.-fighter combat work? Well, you move your fighters into a Nav Point where his fighters are. The defender picks which of his ships will be in front of which of your ships. Each ship has an "Attack" and "Support" rating, and the much higher Attack rating can only be used on the ship in front of it, but the Support rating can be added to other ship's Attack rating, instead of attacking the second opposing fighter.

Players take turns playing various "Maneuver" or "Battle Damage" cards from their hands; these don't cost resources, but are discarded after use, and only fighters with sufficient Maneuver ratings can use them. Once everyone has played all the cards they want to, the fighters compare Attack (plus, possibly, Support) ratings with the opposing ships' Shields. If Attack is greater than or equal to Shields, the opposing fighter is destroyed.

If you move your fighters into the opposing carrier's Nav Point and there are no defenders, you get the joy of attacking the carrier directly. Carriers have feeble attack and defense scores (a defense of three, in fact), and can attack fighters, but in actual combat are pretty useless. On the plus side for the carriers, only fighters with a "Bombing" rating can attack it, and no fighter has a



# On Deck

## Game Reviews

# Super Nova

THE BOX

### SUPER NOVA

Limited Edition

Publisher: Heartbreaker Hobbies

Designers: John Montrie

Genre: Science Fiction

Set Size: 165 cards

Release: September 1995

Packaging: 18-card Master Booster Packs

Suggested Retail: \$2.95 per booster

Rating: \*\*

**S**uper Nova is a science fiction card game of interstellar conquest. Players compete to create the empire with the greatest population potential.

Unlike most other CCGs, in *Super Nova* all players draw from the same deck of cards. (There are optional rules that allow players to use their own decks, but you'll either have to keep a list with pencil and paper or use plastic sleeves to keep track of each player's cards during a game.) Second, players may draw cards from the discard pile as well as the main deck. A second discard pile, called the Scrapyard, holds cards that may not be recalled during the game.

This review is based on play-testing done with a prototype deck of 150 cards and nearly finalized rules. Although *Super Nova* cards will come in packs of 18, the game's designers suggest using a deck with no less than 25 cards per player.

Three colored "buttons" at the bottom of each card give the card's Military, Diplomatic, and Economic Strengths. Population potential is printed in the upper left corner. You win by discovering enough planets to reach the total population potential defined in the rules: 17 for a two-player game, 15 for three, and 14 for four or more.

Cards belong to one of four general categories: Planets, Population, Ships, and Special. Planets hold population and support spaceships. Each Planet can hold only a certain number of beings; this number is its population potential.

Some Planet cards are homeworlds for a specific race. This means you can start building population—either mercenaries (Mercs) or members of that race—

on the planet the same turn you play it. Planets can be either homeworlds, colonies, or uninhabited worlds. Unless the planet card specifically says it's a homeworld, a newly discovered planet is uninhabited. No population can be created on an uninhabited planet until it's been colonized.

You create a colony by using ships to transport population from an already populated world to the uninhabited world.

Colonies are owned by whatever alien race landed on it first (except for Mercs, who can live with anybody). Once you've colonized a planet, you can build new population (same race only, or Mercs) directly onto it. If all the population from a colony is removed, it reverts to being an uninhabited world, and you have to start all over again.

Population cards represent the various races and personalities in *Super Nova* space. Terrans are generic humans. Koolians are a high-g race; they look like big bears. Antarians, on the other hand, are feline merchants who enjoy economic confrontations. Tliskas are methane breathers who look like giant crabs, while Floaters are jellyfish who prefer to vent their aggression through diplomatic channels. And there are the above-mentioned mercenary troops.

You must build ships to transport population between planets, attack

## SUPER NOVA



### Super Nova Card Description

- A. Title:** The name is on the side of the card.
- B. Type:** Indicates what type of card you playing with.
- C. Phases:** From Build to Action phase, this space indicates when you can play this card.
- D. Text:** Provides all the necessary info on how to best support your mercenaries, or smash your alien opponent.
- E. Military Strength:** Just how well you can smash your alien opponents.
- F. Diplomatic Strength:** For those times when Smashing is not advisable. And why destroy your opponent when you can control him? Only certain races can use this ability ship to ship.
- G. Economic Strength:** Money makes the world go round, and it's no less true for the galaxy. Win this battle and you've just bought that ship or planet out from your opponent. Vive la Lucra!
- H. Cost:** How much in population resources you need to use this card.



enemies, and defend your own planets. Like planets, ships can only support a certain amount of population. Ships work best in fleets, since the strength of a fleet is the sum of the strengths of all its members.

Special cards, most of which can be played during any phase, are *Super Nova's* version of wild cards; they allow players to take extreme actions. Some Special cards affect your attack strength, while others, like Black Hole, allow wholesale destruction of entire worlds. And they break the rules. If there's a conflict between the description on a Special card and the rules, the card always wins.

The game proceeds by turns; each turn is divided into six phases: Draw, Discover, Build, Action, Transport, and Discard. At the top of the turn, players reload their hands to total 10 cards. They may draw from either the main deck or from the top of the discard pile, so discards can show up in play again and again.

The Discover phase allows you to "discover" a Planet by laying down a Planet card from your hand. (If you didn't draw any Planet cards in your first hand, you may re-draw the hand. This way everybody begins the game with a planet.) Once discovered, planets can be enhanced by Building civilization and population on them. This phase also allows you to build or modify ships.

Once all builds are finished, the Action phase begins. At this time you can do one of four things: (1) trade cards with another player; (2) dump up to three unwanted cards on the discard pile; (3) pass; or (4) attack somebody. During an attack, the player with the greatest total strength in the attack category wins. Attacks are usually military, but some races under certain conditions are allowed to attack other ships (but not planets) economically or diplomatically.

After the exploding plasma has cleared, it's time to Transport ships and population between planets as needed to get in position for the next round. Transportation is accomplished by either moving population between ships or from ships to planets. At the end of the turn, you must discard one card. If you don't have any cards left, you

may only draw one card next turn—which you'll need to discard at the end of the next turn to avoid being penalized again. Effectively, you lose a turn for using up all your cards. The easiest way around this rule is always having at least two cards in your hand.

Play continues until one player has enough population potential on his planets to win. If no one reaches the winning amount by the time all the cards in the main deck and

discard pile have been drawn, then the player with the highest population potential is declared the winner.

The biggest flaw of *Super Nova* is that strategy doesn't seem to count for much. This is immensely frustrating. No matter how crafty you are, all it takes is for the guy next to you to get a lucky card, and suddenly you're dead meat. We tried to simulate the kind of deck that might result after purchasing six or seven booster packs. Assuming the Special cards would be relatively rare (20 percent of the cards in our play-tester's deck were Specials!), we removed most of them. It didn't help.

Imagine you've just spent the last six turns building a planet with decent defense and a fleet with enough strength to tackle the enemy. Zzapppp! Somebody just threw a Matrix Cage on the whole system. Yes, you've still got a planet and some beefy ships, but you can't use any of them now. In fact, you can't use them for the rest of the game!

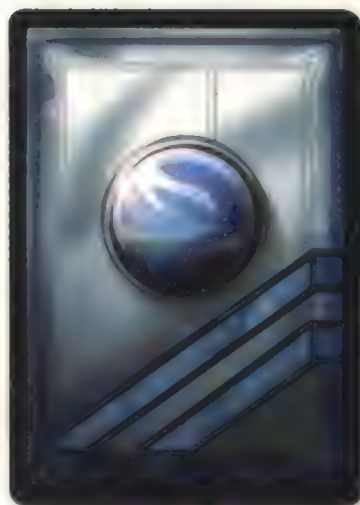
Or how about this scenario: Your first planet is an Antarian homeworld. Gee, that's nice. Now if only you'd get lucky and draw some Antarians, or even some Mercenaries, to build on it. Instead, you've got a handful of Koolians and a lousy bunch of uninhabited worlds you can't build anything on. Ah, but wait: next turn, you draw a Koolian homeworld. Grinning from ear to ear, you slap down the planet to discover it—but wait a minute! The enemy plays a Fast Scout Ship, and that planet now becomes his!

On the plus side, *Super Nova* cards are laid out clearly and simply. Offset stacking keeps card statistics visible and compact even though long lines of cards are laid out in front of the players. Even so, four players around a big dining room table felt pretty crowded.

The authors of the game should be congratulated for trying to write humorous card descriptions; many allude to standard gamer lore, from *Monty Python* to *Star Trek*. Some don't refer specifically to anything; they're just kind of amusing. However, no one's going to collect these cards for the artwork. In general it's lifeless and bland. (The spaceships look like what you used to draw in the margins of your math notes.)

Although the *Super Nova* designers could try altering rules or card mixes in an attempt to improve the game, I doubt they would succeed. The only strategy is to play as many cards as you can, in order to draw as many cards as possible and increase your chances of getting the lucky Special cards. The good thing about all this is that inexperienced players have as much of a chance of winning as any tournament champion. That's also the bad thing about it.

—Charlene Brusso



■ Hey, too bad the game isn't as cool as the card back.



■ Planets, aliens, and ships—another sci-fi CCG.

# Expansions

## Game Reviews

## Homelands

## Phoenix

### THE BOX

#### HOMELANDS

**Publisher:** Wizards of the Coast  
**Designers:** Kyle Narnvar and Scott Hungerford  
**Genre:** Fantasy  
**Set Size:** 140 cards, including 31 duplicates  
**Release:** October 1995  
**Packaging:** Eight-card booster packs  
**Suggested Retail:** \$1.75 per pack  
**Rating:** \*\*\*\*

**F**our revisions and seven expansions strong, the *Magic: The Gathering* card game shows no sign of slowing. *Homelands*, the first release of new cards since *Ice Age*, adds even more detail and history to the mythology of Dominia.

Honestly, though, I think the game background benefited here at the expense of playability. Several cards have interesting abilities, but few compare to the killers found in *Legends* or *Ice Age*.

*Legends* gave us legendary lands and creatures, multicolored cards, and fast effects like rampage. *Ice Age* gave us snow-

covered lands, cumulative upkeep, and such cards as Naked Singularity, Jester's Cap, and Deflection. *Homelands* just doesn't stand up.

There are a few cards worth mentioning. Baron Sengir kicks serious butt. A 5/5 flier that gets +2/+2 for putting or helping put opponents' creatures in the graveyard, he can tap to regenerate vampires. Since there are now Sengir and Krovikian Vampires, that's nothing to gloss over.

I also like *Ether Storm*, which shuts down summon spells unless someone sacrifices four life. It's a blue spell, so you can Boomerang or Time Elemental it out of play, build a creatureless deck, or use a blue/red minotaur deck. That's because the new Didgeridoo lets you play *Homelands* and other minotaurs without summoning them.

Some people will want to get their hands on Primal Order, especially those who dislike Strip Mines, Mishra's Factories, and Mazes of Ith. This green enchantment will ping your foe mercilessly for each non-basic land he's played.

There are a few other shining stars, but the majority of cards are rehashes or poor remakes. Take Dry Spell, a weak Pestilence! Or Sea Troll, which regenerates—but only if blocked by or blocking a blue creature. Why bother?

All in all, too many cards that could have been good deck additions were weighed down with annoying limitations. It's curious and unfortunate that WotC's big expansions, *Legends* and *Ice Age*, erupt with innovative fireworks, while their latest smaller attempts, *Fallen Empires* and *Homelands*, barely muster a sparkle.

—Keith J. Olexa

**W**elcome to Wyvern's *Phoenix* expansion set. Dragon-slaying will never be the same!

And it's a good thing. *Wyvern* is a straightforward, combat-intensive game, but falls short for me in terms of strategy. I enjoy games with novel variations in play, or ones that modify rules in some interesting manner. *Phoenix* offers just that, particularly with new card types like hidden actions and intercept actions.

Hidden actions, which are placed under face-down dragon or terrain cards, generate assorted effects that your opponent (or you, if your opponent is using them) won't discover until it's too late.

Despite their promising premise, these lack real punch in play. They typically only modify a dragon's strength or the gold you can receive from a terrain card. (Agravain, which keeps dragons face-up, is one potent exception.)

Intercept actions, which play like battle action cards, intercept an opponent's attacking dragon, forcing it to attack whatever's on the intercept card. If you win, both your intercept and his

attacking dragon are discarded. If you lose, you discard the intercept and your opponent resumes the first attack.

Intercept cards are interesting, combining combat with a counter-type ability. Some are quite powerful. *Phoenix* is a six-strength intercept—stronger than almost anything else in the game!

And *Phoenix* costs only four gold to summon—or wait, is that 10?

Therein lies my biggest gripe: the rules card doesn't answer enough questions, like if you have to pay for strength as well as gold symbols when "purchasing" intercept cards. (You don't. Call [203] 327-4274 or e-mail USGames@aol.com for other questions.)

Other standout cards: The battle action card Hypnos forces any dragon of your choice to join in a battle—look out, scouts! Avalon, another action, lets you place a card on a vacant battlefield position. The treasure Trojan Horse "holds" battle actions for you until you decide to use them—which you can do without gold.

Hey, in this world, where bribing dragons is the name of the game, you need every piece of gold you can get!

—Keith J. Olexa

### THE BOX

#### PHOENIX

**Publisher:** U.S. Games Systems  
**Designer:** Mike Fitzgerald  
**Genre:** Fantasy  
**Release Date:** August 1995  
**Set Size:** 90 cards  
**Packaging:** Nine-card booster packs, including one rule card  
**Suggested Retail:** \$1.50 per pack  
**Rating:** \*\*\*\*



■ Above: *Homelands*' Ayson Bureaucrats

■ Below: *Phoenix*'s Phoenix



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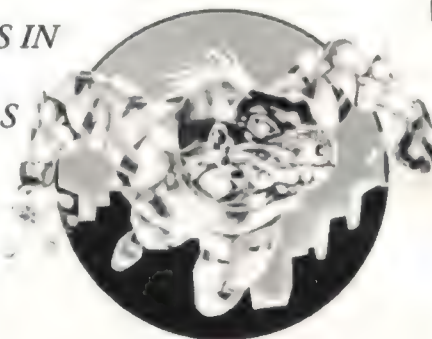
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INQUEST ISSUE #9

# INQUEST CONTEST

## THE BIG

3

## BOYS

## OF

## MAGIC

## CONTEST



Summon Giant

Trample, rampage: 2

*Harthag gave a jolly laugh as he surveyed the army before him.*

It's a good thing the F.B.I. doesn't have wanted posters for *Magic: The Gathering's* creatures. With all the Big Boys out there that can do so much damage, heck, you couldn't buy a stamp for all the notices on the post office walls. There are so many top-notch creatures out there that you can hardly keep track of them all—unless, of course, they're in your deck.

## SO HOW DO I GET 'EM?

Easy. Draw us a picture. For every Big Boy out there, there's bound to be a little brother. We already know what Nicol Bolas looks like, but how about li'l Nicky Bolas? The Colossus of Sardia looks pretty awesome, but what does the Pint-Sized Runt of Sardia look like?

You get the picture. And you should send it to us. That's right, send us your rendition of any of the 22 little brothers of the Big Boys listed in the grand prize description below. No, we do *not* want you to make the whole card this time—just show us what the diminutive guy looks like. Your submission can be in any medium you wish (oils, pencil, crayon, bloody stump, whatever—except neon inks!), but must measure no larger than 8½ by 11 inches.

And you could win cool stuff like:

**GRAND PRIZE (ONE WINNER):** One lucky reader whose entry we think is best will receive the ultimate *Magic: The Gathering* rogue's gallery! The complete lineup of the 22 toughest creatures ever to fall on a piece of pasteboard: Nicol Bolas, Vaevictis Asmadi, Palladia-Mors, Chromium, Arcades Sabboth, Force of Nature, Personal Incarnation, Lord of the Pit, Colossus of Sardia, Leviathan, Polar Kraken, Shivan Dragon, Cosmic Horror, Mold Demon, Minion of Leshrac, Yawgmoth Demon, Juzam Djinn, Craw Giant, Ball Lightning, Demonic Hordes, Deep Spawn, and Marjhan. Whew!

### ZONK!

**(ONE, UH, "WINNER"):**

One reader who sends us the cheesiest entry will receive some "powerful" creatures that no one ever plays because they suck sour frog ass: Elder Spawn, Island Fish Jasconius, Akron Legionnaire, and Infernal Denizen.

## BIG LEGAL HULLABALOO

No purchase necessary. Contest is open to anyone except employees of Wizard Press and their immediate families or anyone who plays creatureless decks. Based fun. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach to your entry. Enter as many times as you like! Mail each entry separately to: Big Boys of Magic InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be awarded in the names of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Hey, 10 bucks says somebody goes and builds a deck around the Elder Spawn just to show us what a great card it is. Then maybe Dueltir'll quote us again. **All entries must be received at contest headquarters by January 31, 1996.** Wizard Press is not responsible for lost, late, misdirected, or misplaced entries. Additional winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press from among all properly completed entries based on quality and creativity. Judging will take place on February 15, 1996. All decisions are final as in that homogenous test at the end of the year, baby.

For a list of winners, available after February 15, 1996, send a self-addressed, stamped envelope to Big Boys of Magic InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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# Real

## SIMPLE STRATEGIES AND DECK DESIGNS FOR BEGINNERS

# BATTLELORDS

So, you've bought a couple of *Battlelords* decks and played a few basic *Battlelords* games. You then bought a few more packs, sorted through your new cards, picked out the juicy ones, and customized a criminal or legit deck. But, you're not satisfied. You need a few pointers so you're sure to trounce your buddies at the next gaming session. Well, read on...

### The Draw Phase

Draw up to your maximum fame hand, usually five cards. Fame cards are power. Hotspots give you money, missions increase your reputation, battle cards can be used to take out the most powerful foe, and wild events do almost anything. Cards which increase your fame hand are very useful. The Brewery Operation is the best because it also increases your revenue.

### Revenue Phase

Count up the revenue provided by hotspots. Remember to read your hotspot cards—some have advantages which grant extra revenue as long as certain conditions are met. The Bossman is a cheap battlelord who also adds to revenue.

Credit Cards, Loan, Line of Credit, and Computer Theft can only be played in this phase. You can't wait until the purchase phase, see what's available, and then choose to get extra money, or pound on your neighbor's revenue

stream. On the other hand, extra money is always good—if you can't spend it on someone or something really nasty, convert it to fame.

The Invasion/Incurtion, Riot, and Blockade cards are useful to shut down your opponent's purchasing power. These cards affect all Command Displays, so be careful to customize your deck to include only those hotspots unaffected by these cards. Try combining an Invasion/Incurtion with a Peacemaker Support card.

### Initiative Phase

Draw a fortune card. The commander who draws the one with the highest cost becomes lead commander and goes

first that turn. Remember, *all* commanders perform actions for a phase before moving on to the next one. Most often it pays not to be the lead commander, because you can react to your opponent's plans.

Stacking your deck with high-power, high-cost fortune cards has a big down side. It is harder to afford them early on, and you will probably go first more often than you would like. Having a few low cost PUDs or equipment cards is useful for initiative purposes. Too many, however, dilute your deck. As in all things, you have to discover the best balance for your play style.

### Purchase Phase

Draw up to your maximum fortune hand, usually five. Again, cards that increase your fortune hand give you greater choices each turn and help you cycle through your fortune deck. The Corporate Center, Black Market, Trader, and Smuggler Operations are prime examples, and they also increase your revenue.

Starting with the lead commander, buy stuff. Beware the dreaded Price Went Up, which increases the cost of whatever you purchase by five (in credits or fame). Make it a habit to display your purchases one at a time, forcing your opponents to decide when to play Price Went Up. Remember, if you decide not to spend the extra money, discard the now-higher-priced card and use your credits elsewhere.

If you have the fame points and the right PUD, Battlefield Promotion is a good way to get out a powerful battlelord immediately. The fame point cost is high, however.

### Organization Phase

Here's where you start your battle strategy. The first rule is to group battlelords with PUDs so that the squad has the proper skill package to complete whatever mission card you are holding in your fame hand. Increase the PUDs in that squad so you have a few to lose as cannon fodder without compromising the mission.

In other situations, your particular game strategy will dictate your grouping. You may group squads to maximize firepower in one combat type (ranged or melee), even if it

## Playing Strategies

# Training

leaves you weak in defense or in the other combat type. Or you may maximize defense in one squad. Remember, a single squad may defend many times, as long as it survives. Finally, you might go for a balanced approach where nobody is really weak or really strong.

Equipment, except cybernetics, may also be rearranged.

## Assignment Phase

Starting with the lead commander, assign your squads missions. If you are assigning last, keep careful track of your opponent's squads. See if he forgets to keep anyone home on defense. If so, you may be able to complete a mission card by targeting one of his hotspots or operations and avoid the vagaries of combat.

If you have the fame points, New Recruits and Mayday are useful for supplementing your battle array. Mayday is chancy and requires that a good portion of your fortune draw pile be battlelords or PUDs. This should be easier to estimate as you play because the number of cards in your fortune draw pile will decrease.

Assign your "sure-thing" missions an Urgent Mission card. The payoff is large, particularly for the low payoff Face Missions.

Remember to target operations with missions whenever you can. Operations can really boost an opponent's revenue and there are few others ways to shut them down.

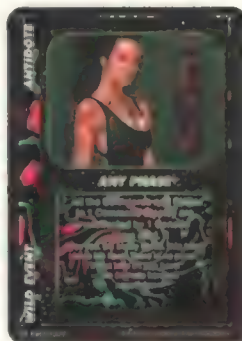
## Mission Phase

Starting with the lead commander, carry out your assignments. You choose which of your squads go first. So, if you have a killer squad on a Personal Vendetta Mission against your opponent's only defense squad, play out that combat first. If you take out the defense, you set up a cake walk for your next squad with a mission against that same opponent.

There's a great deal of tactics involved in each combat. PUDs must be allocated and played in order. Battle cards must be hoarded and played only when most effective. Wild events are always lurking in the shadows and can screw the best-laid plans. Battlelord advantages must be declared and used.

Always retreat if it looks bad. Your opponent may complete a mission card, but needless sacrifice of your personnel only increases his fame payoff.

In an effort to trim your deck size, you may decide to



**What do an alien, a nice body, and a carton of milk have in common? Only Battlelords holds the answer**

forgo battle cards because they have such a specialized use. Yet hidden battle cards can be the doom of even the most powerful battlelord. Also, the Called Shot: Head and Critical Hit Battle cards automatically kill a PUD, giving you fame points.

Use the Tactics Shift card liberally; ignore the misprint that limits it to the "Non-Mission Phase."

## Victory Phase

Total up your reputation points. If no one satisfies the victory conditions, reputation points go back to zero and are recalculated next turn. In non-tournament play, the fame point/reputation point connection means you don't have to complete a mission card to win. If you can generate enough revenue, convert it into fame—keep that fame until the victory phase, and you've won. In tournaments, a certain number of your reputations points must be generated by completed mission cards.

## Hotspot Phase

Activate hotspots. Remember to reactivate those hotspots that were shut down in the mission phase.

In the early going, hotspot activation is tricky. If you use all your fame to activate hotspots, you have none for purchasing assets, generating matrices, reactivating hotspots, or using cool wild events. Also, because of the two credit to one fame point conversion rate, it takes two turns for a hotspot to recoup your outlay.

On the other hand, you need hotspots for revenue, and when they interact with operations the revenue begins to pour in. The other nice thing about activating hotspots is that it removes them from your fame deck, enabling you to use and reuse those wild events and battle cards faster. Just be careful about blowing out your fame points in activation costs.

## Discard Phase

Always discard as much as possible. If you don't see an immediate use for a card, discard it. You want to move through your fame deck, get out the hotspots and missions, and play as many wild events as possible.

## The Follow Through

Well, that's most of the basics. May you always draw Hands of Fate, Medals of Honor, and the Feature Article. And may your opponent's Mechanized Battle Armor continually Malfunction.

Every type of card in *Battlelords* interacts with one or more other types of cards. However, two particular connections are crucial: battlelords/missions and hotspots/operations.

The first key association is battlelords and missions. If each battlelord you include in your deck can perform every mission card you include, you're in great shape. That's not easy, however.

For example, in the common deck listed here, Victors of the Voidlands, each battlelord has at least one of the skills necessary to complete each mission card (except Ariel). Further, each of the PUDs has a skill that will help in the completion of most missions. The Orion Rogue Traveler can solve both the Missing Person Mission and the Seek Ancient Knowledge Mission by himself. Because none of the Victors' battlelords or PUDs are very expensive to hire, it should be simple to get the right combination of battlelord and PUD skills to complete any mission you draw. The low cost also means that you can sacrifice a battlelord or PUD and know that it won't be difficult to re-hire them.

Note that the Victors double up the mission cards. This limits the different skills you need to gather. Remember, different battlelords can complete the similar mission cards. Also, the PUDs are duplicated to ensure that their skills are readily available.

The second key association is hotspots and operations. When many hotspots have a sector rating which matches the income numbers on most operations, your revenue per turn will be substantial.

In Victors, every hotspot will have its revenue enhanced by at least one operation. Two hotspots, Huma and Uottre, have their revenue increased by four different operations. With the right combination of cards, each of those hotspots could generate five credits. With this combo, and Uro's World and Naxtar producing two or more revenue per turn, you can see that a great deal of money can be made with very few hotspots.

## Deck Building

### Voidlands Deck Design

The deck discussed in this article—Victors of the Voidlands—is a tournament-legal, legit deck. It is built around a non-aggression philosophy. Let the other chowderheads beat each other senseless while you accomplish your missions and walk off with the tournament prize.

Victors has 33 fortune cards and 54 fame cards. Although slightly unbalanced, the focus of the deck (on wild events) leads in this direction. Battlelords, PUDs, and missions are roughly equal in number. A combat deck will have perhaps twice as many PUDs as battlelords or missions—got to keep replenishing that cannon fodder. Victors has 14 hotspots which is almost 30 percent of the fame deck. You probably don't want to go lower than this in any deck.

### Battlelords

To complete your missions you will need battlelords and equipment to outfit them with. Here are a few of the best in both categories:

- Ariel gets to assign her mission last, regardless of who has initiative.
- Todek ignores the first killing blow.
- Ugram can avoid combat.
- Dermal armor mirrors Todek's advantage.
- The Exoskeleton and Massive BRI improve defense.

### Wild Events

Victors need the wild events cards to win. Listed here are the ones that will frustrate your opponent while you smile and accomplish your goals:

- Hand of Fate, Medal of Honor, and Credit Card improve your position and should be regulars in any deck.

- Bar Room Brawl, False Lead, and Forced Retreat, cancel your opponent's missions, and keep him from defending against yours.
- Arachnid Invasion, Computer Theft, and Price Went Up beat on the other commander's revenue stream and keep him from bringing his big guns to bear.
- The genetic viruses are targeted at the strongest and most violent races.

### Protection

Victors includes many features to protect you from the negative effects of both your and others wild events:

- The hotspots are mostly Voidlands, which cannot be shut down by an invasion/incursion card.
- Antidote, Weapons Permit, and Second Chance keep you safe from genetic viruses, weapons sweeps, and other nasty tricks.

**Victors of the Voidlands is a non-aggression deck which relies heavily on wild events.**



### Fortune Deck

#### BATTLELORDS

- 1 Ariel
- 1 Bossman, The
- 1 Cyron Zakka
- 1 Kassandre
- 1 Kla
- 1 Todek
- 1 Ugram

#### PUDs

- 1 Gen Human Navigator
- 2 Mazian Shapechangers
- 2 Mazian Spies
- 2 Orion Rogue Travelers

#### EQUIPMENT

- 2 Auto Docs
- 1 Bunker
- 1 Dermal Armor
- 2 Energy Maces
- 2 Exoskeletons
- 2 Massive BRIs
- 1 Weapons Permit

#### OPERATIONS

- 1 Arms Dealer
- 1 Brewery
- 1 Field Reporter
- 1 Food Broker
- 1 Trader
- 1 Water Broker
- 1 Zero-G Lab

### Fame Deck

#### MISSIONS

- 2 Anti-Synthetics
- 2 Locate Missing Persons
- 2 Seek Ancient Knowledges
- 2 Steal Arcane Secrets

#### HOTSPOTS

- 1 Alpha-2
- 1 Annogrebia
- 1 Auckland
- 1 Balshrom
- 1 Huma
- 1 Mentio
- 1 Misery
- 1 Naxtar
- 1 Nephgia 6
- 1 Omus
- 1 Puringa
- 1 Sueimma
- 1 Uottre
- 1 Uro's World

#### WILD EVENTS

- 1 Antidote
- 1 Arachnid Invasion
- 1 Bar Room Brawl
- 1 Civilian Security Sweep
- 1 Computer Theft
- 1 Credit Card
- 1 Defection
- 2 False Leads
- 1 Forced Retreat
- 1 Genetic Virus: Phentari
- 1 Genetic Virus: Ram Python
- 3 Hands Of Fate
- 1 Mudd Mike's Brochure
- 1 Malfunction
- 1 Medal of Honor
- 1 Plasmoid Devourer
- 1 Position Compromised
- 2 Prices Went Up
- 1 Scrub Mission
- 1 Second Chance
- 1 Suicide Bomb
- 2 Tactics Shifts
- 1 Tereasean Incursion
- 1 Theft
- 2 Traitors
- 1 Urgent Mission

## Victors of the Voidlands

## Fame and Fortune Cyclers

The faster you cycle through your decks, the more chance you have of playing each card, and playing it more than once. In Victors, the following cards allow you to do just that:

- Cyrion Zakka, the Brewery, and Field Reporter all increase the size of your fame hand.
- Madd Mike's Brochure and Trader make the fortune deck more accessible.

Victors does not include battle cards because it's not a combat deck. It also excludes matrices because it has only one controller.

## Voidlands Review

Given enough dollars and cards, almost anyone can build a killer *Battlelords* deck. It takes some thought and restraint to avoid the aggressors and win with a mission-completion strategy. What it doesn't take is a great deal of moolah. Victors is composed of 40 common cards, 33 uncommon cards, and 14 rare cards.

Just remember, Victors is a non-aggression deck. If you try to beat the bruisers at their own game, you will get squashed. Keep quiet and don't act threatening—the mashers won't realize they have been out-maneuvered until it's too late.

## Kazat's Kohort

Kazat's Kohort is a tournament-legal deck. It is built around a single battlelord, the ultra-rare chase card, Malik Kazat. The basic deck building ideas, however, are useful for any customized deck.

### Battlelords

- Battlelord Raalehr can complete every mission card by herself.
- As long as a battlelord squad includes the Orion Rogue Traveler PUD, it can complete every mission card but Steal Ancient Secrets and Espionage: Tereasean.
- Blue Razor and Rush Axnor are included for muscle.

### Wild Events

- Medal of Honor, Feature Article, Credit Card, and Hand of Fate are the standards; only the most specialized deck would exclude these cards.
- Battlefield Promotion is yet another way to hire Malik Kazat by transforming a lowly Proton Controller.
- Urgent Mission provides extra fame points, even on a face mission.
- Mayday is a fun, but chancy gamble.
- Computer Theft, Price Went Up, and Theft extract credits from your opposition.
- Plasmoid Devourer, Maelstrom General, and Wrong Place, Wrong Time waste opposing PUDs, and keep battlelords from completing missions.

### Controllers and Matrices

- The Mutzachan Controllers provide substantial additional Matrix-using capabilities.
- The Python Demolishers and Phentari Predator are the mashers.
- The Blessing and Energy Barrier Matrices are available to all the controllers, except the two proton controllers.
- All the battlelord controllers can generate Analyze Defense, a very potent Matrix.
- Energy Cloud and Worm Hole are enormously powerful matrices to be used late in the game.

## Equipment

- Amperon and Generation Armor are equipment suited for controllers.
- The Bunker, manned by Raalehr and several PUDs, is a near-invulnerable fortification.
- The Smoke Grenade and the MDD-24 are very useful for escaping combat.
- The Wrist Rockets and Omega Cannon are for inflicting big hurt on your opponents.

## Hotspots

- With ten hotspots (not including Annogrebia), and three applicable operations, an additional 30 credits of revenue may be generated per turn.
- The Corporate Center allows you to choose from six fortune cards each turn.

## Operations

- Annogrebia is included for its special power: to resell weapons, armor, and gizmos at double its cost.
- The Field Reporter Operation increases your fame hand. If Field Reporter is combined with Cyrion Zakka, the Kohort's Commander can draw up to seven fame cards per turn.
- The Training Facility Operation increases your PUDs' melee score, making the Demolisher and Predator even more serious.

## Gathering the Kohort

Other than hotspots (which are mostly common), Kazat's Kohort is composed of nine common cards, 18 uncommon cards, 21 rare cards, and one chase card. As you can see, such a powerful deck is not easy to collect. But then again, ensuring that your opponent gets a stomping is worth it.

You are now ready to dive into a hard-core, no-holds-barred *Battlelords* game. Lock 'n Load!

*M. Alexander Jurkat did a good deal of design and development work on the Battlelords card game. It's particularly galling when he gets crushed by the playtesters and their killer decks.*

### Fame Deck

#### Missions

- 1 Seek Ancient Knowledge
- 1 Steal Arcane Secrets
- 1 Espionage: Tereasean
- 1 Locate Missing Person
- 1 Liaison: Sheustron
- 1 Liaison: Krakeds

#### Hotspots

- 1 Ednte
- 1 Faraway
- 1 Jaloon
- 1 Kente
- 1 Coandas
- 1 Drenels
- 1 Ghalak
- 1 Killing's Asteroid
- 1 Nephgia 6
- 1 Annogrebia
- 1 Grandle Hospis

#### Wild Events

- 3 Medals Of Honor
- 3 Credit Cards
- 3 Hands Of Fate
- 2 Computer Thefts
- 2 Price Went Up
- 2 Urgent Missions
- 2 Battlefield Promotion
- 1 Theft
- 1 Mayday
- 1 Feature Article
- 1 Plasmoid Devourer
- 1 Maelstrom General
- 1 Wrong Place, Wrong Time

### Fortune Deck

#### BATTLELORDS

- 1 Battlelords
- 1 Cyrion Zakka
- 1 Blue Razor
- 1 Rush Axnor
- 1 Raalehr
- 1 Malik Kazat

#### PUDs

- 3 Orion Rogue Travelers
- 2 Mutzachan Proton Controllers
- 3 Mutzachan Beta Controllers
- 3 Mutzachan Particle Controllers
- 2 Python Demolishers
- 1 Phentari Predator

#### Equipment

- 1 Amperon
- 1 MDD-24
- 1 Bunker
- 1 Generation Armor
- 1 Smoke Grenade
- 1 Wrist Rockets
- 1 Cobra XM2 Omega Cannon

#### Operations

- 1 Weapons Factory
- 1 Food Broker
- 1 Corporate Center
- 1 Field Reporter
- 1 Training Facility

#### Matrices

- 1 Blessing
- 1 Energy Barrier
- 1 Analyze Defense
- 1 Time Slow
- 1 Energy Cloud
- 1 Worm Hole

# SIDEBOARD STRATEGIES

**How to choose the 15 best cards to supplement your Magic tournament deck**

By Jeff Hannes

**A**sk most people what the key to winning a *Magic: The Gathering* tournament is and they'll probably tell you something like "Build a good deck" or "Get a set of Moxes and a Lotus." That's real helpful.

Now try asking someone who's actually won a few tournaments. The champ will tell you that the key to any consistently good deck is its sideboard. In the final rounds of high-level *Magic* tourna-

ments, all of the decks have one thing in common: they're good enough to win. So what puts a good deck over the edge?

There are basically three factors that determine the championship: who goes first, luck, and the sideboard. You usually don't have any control over the first two, but you have a lot of control over what goes in your sideboard.

Unfortunately, a lot of people put most of their effort into building their 60-or-so card deck and not enough effort into their 15-card sideboard. Most

people just throw in a bunch of color-hosing cards, not giving too much thought to how their sideboard will interact with their own deck, let alone their opponent's. But putting together a good sideboard involves a lot more than closing your eyes and pointing.

The first thing you need to consider when building your sideboard is which cards to include. Sideboard cards generally fall into one of three categories: color-specific, deck-specific, and generally useful.



## Taste a Rainbow of Pain

Every color has two opposing colors, and thus cards that specifically hurt that color. Although these hosers are often the first ones that people put into their sideboard, not all of them are worth using.

The best color hosers black has are Gloom and Stench of Evil. Both can put the hurt on heavy white decks, especially Gloom. If you're playing with black but not white, a couple of Glooms is almost a no-brainer. Stench of Evil will help if your opponent's playing mostly white, but even then, it only takes two lands to get those nasty protected-from-black critters out. Making white spells cost three extra mana with Gloom will almost always be a better option.

Blue's primary hosers are Acid Rain, Blue Elemental Blast, and Hydroblast. The usefulness of Acid Rain depends largely on your competition. Acid Rain will sear heavy green decks, but it's a relatively uncommon theme. On the other hand, you'll always see a lot of red at tournaments, so the Blast cards are excellent sideboard stand-bys. When deciding how many Blasts to put in, consider your deck's built-in countering ability. If you've already got a lot of Counterspells and Power Sinks, you probably won't need that many Blasts.

Green is sorely lacking in color-hosing cards—yet another reason why it's almost always coupled with one or more other colors in serious tournament decks. Generally, the color-specific cards in green aren't worth your while. If you're playing primarily green,

Lifeforce is about the only useful card for its black countering ability.

Red is quite the opposite when it comes to nailing other colors. Anarchy and Flashfires are a brutal combination against white, although with a few Anarchies, you probably won't even need to destroy your opponent's Plains. Against blue, Pyroblasts and Red Elemental Blasts are absolutely essential. No red sideboard should be without 'em.

Finally, white has the distinction of having a hoser for every color (and I'm not talking about Scarabs or Wards). Circles of Protection are easy choices for a sideboard, but which ones should you use, and how many of each? COP: Red is the best of the five, while Black and Green tie for second. Blue and White are probably less worthwhile. Blue just doesn't have that many damage dealers, and if your opponent is playing White, she has Disenchants. Of course, if you find yourself with extra room in your sideboard, an extra Circle or two never hurts.

When looking at white, don't forget Conversion and Drought. Conversion can save you from Anarchy, while Drought can make things downright miserable for a necromantic opponent. Justice is a cool card, but it probably isn't worth putting in most sideboards. (Eek! Controversy!) Against bloodthirsty red players, there's no guarantee that Justice will keep them from hurling their Lightning Bolts and Fireballs at you. COP: Red makes things a little safer.

## The Seven Deadly Decks

If you've started putting color hosers in your sideboard and are already up to 15, hold everything! You need to look at more than just what colors your opponent might play; you need to consider her deck theme, too.

There are seven deck archetypes you should keep in mind when assembling your sideboard: discard, permission, direct damage, land destruction, weenie, heavy hitter, and creatureless. Fortunately, there are good hosers for every one of these deck types.

**Discard Decks:** One of the best counterbalances to a discard deck is Howling Mine. Odds are, your opponent expects you to draw one card a turn, in which case cards like Disrupting Scepter and Hymn to Tourach can be effective neutralizers. However, a couple of Howling Mines or other card-drawing devices can throw your opponent's plans off, rendering his or her Racks useless.

There's another problem with the discard deck that can be easily exploited: a player can only have four Racks in their deck. Eliminate those threats and you've cut down a large part of the standard discard deck's damage-dealing.

Disenchants are always best, but your sideboard can also include Crumble, Dust to Dust, Energy Flux, Nevinyrral's Disk, Shatter, and Shatterstorm.



**"You can frustrate your opponent with snazzy cards like Energy Storm and Justice, but I prefer to get right down to it. There's no better protection against a hefty Disintegrate than good ol' Circle of Protection: Red."**

**Permission Decks:** Hands down, the best card against permission decks is Glasses of Urza. Bluffing with untapped islands ain't gonna carry much weight if you know your opponent doesn't have a Counterspell in hand. A lot of people don't use the Glasses in casual play because they're kind of cheesy, but hey... in tournament play, it's no-holds-barred. If you're paying to play, the least you can do is give yourself an edge.

Of course, the Glasses don't help all that much if your opponent isn't bluffing. So then what? Well, if you're playing red, Red Elemental Blasts and Pyroblasts are a good start. Curse of Marit Lage can also give blue mages a headache. If you've also got some green, Monsoon will have your counter-happy opponent tearing his hair out.

**Direct Damage Decks:** Clearly, white has the best protection against direct damage. You can frustrate your opponent with snazzy cards like Energy Storm and Justice, but I prefer to get right down to it. There's no better protection against a hefty Disintegrate than good ol' Circle of Protection: Red. Fact is, I've never made a deck with white in it that didn't have at least three COP: Reds in its sideboard. When it's that easy to protect against redheads, you just can't let them get the best of you.

But what if you're not playing white? Hmm... it happens. Don't despair, some of the other colors have a few tricks. If you're playing blue, there are plenty of anti-red tools. In fact, Blue Elemental

Blast and Hydroblast become better than Counterspells, and Reverberation can provide the ultimate in sweet revenge.

If you're not playing white or blue, you may have to suck up some damage, but there are still spells that can help ease the pain. Simulacrum can save you from a big dose of damage, and Winter Orb can slow down a continuous onslaught of damaging spells. If you're desperate, Glacial Chasm might be able to keep you around a little longer, but it's best not to rely on any funky combos to save your @\$\$ in a tournament setting.

**Land Destruction Decks:** If you play white, you have a broad range of options. Consecrate Land, Equinox, and Land Tax are great tools against a land-crunching deck. However, outside of white, there aren't that many options. Blue's Land Equilibrium can really spoil your opponent's plans, but its casting cost of four mana makes it tough to get out.

If your sideboard has room, Fellwar Stones can be a great counter to the land-destroying strategy. However, don't make the fatal mistake of taking out land for the Stones. You think you're gonna get a Shivan Dragon out against a good land-destruction deck? Not likely. Take out the expensive stuff that you'll probably never be able to cast and get those Stones in there. The more mana producers you put in, the better your chances of survival.

**Weenie Decks:** Kird Apes, Savannah Lions, Grizzly Bears, Elves... all those cute litter critters seem to have a knack for getting double-Giant Growthed and Berserked. Fortunately, just about every color has a nice blockade to throw up in front of a deck that relies on lots of little critters.

In black, Pestilence can keep your opponent's forces under wraps, while Red's Pyroclasm and Earthquake provide similar aid. White's Wrath of God is the ultimate creature sweeper, and Balance helps if you're short on critters yourself. Hurricane can topple an aerial assault, and if you're playing Type I, Moat can halt a ground-based attack.

**Heavy Hitter Decks:** There're creatures and then there're *creatures*, if you know what I mean. Every deck should have

anti-creature devices built in, but it doesn't hurt to add a few more to your sideboard if you have room. Forcefield, Island of Wak-Wak, Maze of Ith, and Meekstone are nice backups for just about any deck, but your options are hardly limited there.

Against Juzam and Erhnam Djinn, I like to pop in City in a Bottle. It stops the Djinn dead in their tracks, and it's usually a surprise to my opponent. More practical critter crunchers worth considering for your sideboard include Dark Banishing, Terror, Spirit Link, and Swords to Plowshares.

If you're playing blue, Control Magic is the perfect counter. It takes your opponent's creature away *and* makes her waste her resources trying to get rid of her own creature. Any time you can get double use out of a sideboard card, it's definitely worth considering.

**Creatureless Decks:** A lot of decks fall into this category, including some of those listed above. One of the nice things about going up against a creatureless deck is that it makes your sideboard decisions very easy. Just remove all those Terrors, Swords to Plowshares, and other creature hosers and replace them with something more useful.

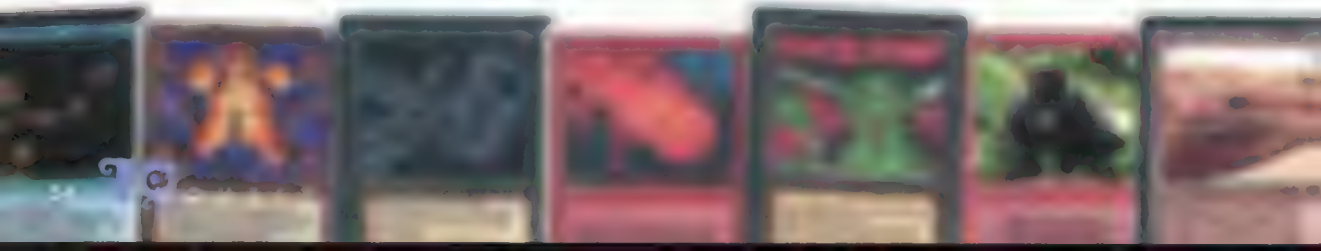
If you're playing green, Concordant Crossroads gives you the perfect counter to nasty Enchant Worlds like The Abyss and Nether Void. Not only does it destroy the offensive Enchant World already in play, it lets you use your creatures right away. Since your opponent's playing creatureless, she'll get no benefit out of this incredibly cheap and effective enchantment.

### Sideboard Staples

In addition to all the cards mentioned above, there are some cards that don't target a specific deck but can be incredibly useful in a sideboard. Blood Moon can shut down a multicolor deck relying heavily on multilands, and it can also take care of annoying cards like Maze of Ith and Library of Alexandria.

If you're playing green, it's almost always a good idea to include a Tranquility or two in your sideboard. You never know when you're going to come up against a deck heavy on enchantments.

If you've got any white in your deck,



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**"Build your deck with the sideboard in mind right from the outset. The better cantrips—*Ice Age* spells that let you draw a card to replace the spell—can serve as good sideboard fodder without throwing off your ratios."**

you should *always* have four Disenchants in your deck and sideboard. It's just too useful not to have.

Finally, Energy Flux makes a good addition to a sideboard, as it can punish Mox-happy players and make annoying artifacts like Black Vise harder to keep around.

When you finally narrow your sideboard down to 15 cards, you probably won't have room for everything. Consider which types of decks your deck will have the most trouble with and which ones your deck should easily paste. For example, if you've got lots of cheap spells, you probably don't need to worry about land destruction. Ultimately, try to find a nice balance that will complement your deck for as many different opponents as possible.

### Eenie, Meenie, Miney, Mo

So now you've picked 15 cards for your sideboard... but the process doesn't stop there. According to the Duelist's Convocation rules, every side-

board substitution must be done on a one-for-one basis. So what cards do you take out without hurting your deck?

One of the most common mistakes people make is replacing lands for sideboard cards. This is almost always a bad idea. Odds are, when you finally have your tournament deck ready, you've given the balance of lands and mana producers careful thought. If you simply disregard your mana ratio during a tournament, you're in for some trouble. Although there's a mulligan rule, drawing one land can sometimes be worse than drawing no land.

Of course, there's a good reason why people are so quick to remove lands before anything else: you rarely think of a forest as being essential to the theme of your deck. Unfortunately, even the best deck themes don't work without the right amount of land.

If you've got room to spare, consider putting a couple of extra lands into the deck right from the start. This way, you can afford to remove lands when you sideboard without hurting the ratios in your deck.

Another option is to build your deck with the sideboard in mind right from the outset. The better cantrips—*Ice Age* spells that let you draw a card to replace the spell—can serve as good sideboard fodder without throwing off your ratios.

With its nifty deck-shifting ability, Portent is probably the most useful of all the *Ice Age* cantrips. If you put four Portents in your deck, it won't hurt your speed, and even better, it'll make your sideboard decision much easier. Running up against a heavy red deck? Replace those Portents with Blue Elemental Blasts or Hydroblasts and you'll be set.

It can also be helpful to consider what your opponent will be sideboarding. If you're playing with lots of Fireballs and your opponent's playing white, you can expect to see some COP: Reds. That being the case, removing a couple of direct damage spells probably won't hurt your deck that much.

I once played a primarily red and blue deck with a bit of black against a player who was using all-white. After the first duel, in which I crunched him with Sol'kanar the Swamp King, I anticipated that he would put COP: Black in his deck, so I replaced all of my black damage dealers with Glooms. It worked pretty well.

Other good targets for removal are cards of which you have four. If you've got four Giant Growths in your deck and you want to get a Hurricane in, you can probably afford to drop one Giant Growth. If you need to add more than one sideboard card, don't cut all your GGs—instead, try to take out another card of which you have three or four.

Of course, sometimes, rules just don't apply. I had a deck that relied on four Jokulhaups—until I came up against a Goblin deck. It was silly, but it was fast, and I knew that Jokulhaups would hurt me more than my opponent, so I dropped all four after the first duel. Bottom line? You can never be sure what cards you'll sub out until you've seen your opponent's deck.

The most useful advice I can give: practice, practice, practice. Experience made you a good player and a good deck builder; it'll help you get the most out of your sideboard, too.

*Jeff Rasmus is a parodyist for 11 flying monkeys and a blue tiger that escaped from the Tuxedo, N.Y., municipal zoo in 1991. One time he's overeating berries across the main cover.*

## Sideboard Cards worth considering

### Artifacts

City in a Bottle  
Despotic Scepter  
Fellwar Stone  
Forcefield  
Glasses of Urza  
Howling Mine  
Meekstone  
Nevinyrral's Disk  
Winter Orb

### Black

Dark Banishing  
Gloom  
Pestilence  
Simulacrum  
Stench of Evil  
Terror

### Blue

Acid Rain  
Blue Elemental Blast  
Control Magic

Energy Flux  
Hydroblast  
Land Equilibrium  
Psychic Purge  
Reverberation

### Multicolored

Monsoon

### Green

Concordant Crossroads  
Crumble  
Hurricane  
Titania's Song  
Tranquility  
Whirling Dervish  
Whiteout

### Red

Anarchy  
Beasts of Bogardan  
Blood Moon  
Curse of Marit Lage  
Flashfires  
Land's Edge  
Mountain Yeti  
Pyroblast  
Pyroclasm  
Red Elemental Blast  
Shatter  
Shatterstorm

### White

Circles of Protection  
Consecrate Land

### Conversion

Divine Offering  
Drought  
Dust to Dust  
Energy Storm  
Equinox  
Justice  
Land Tax  
Moat  
Spirit Link  
Wrath of God

### Lands

Glacial Chasm  
Island of Wak-Wak  
Maze of Ith

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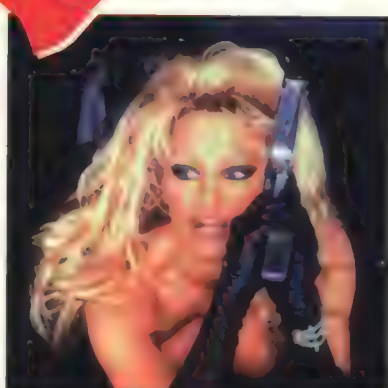
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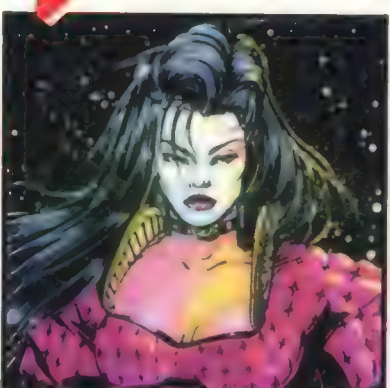
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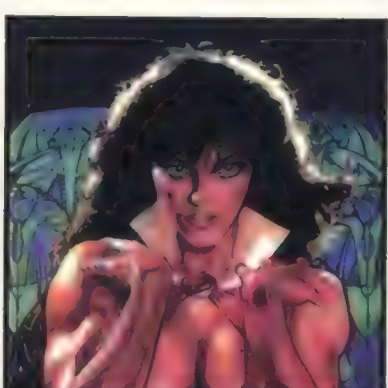
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## REWARD:

The hottest **Wizard Special** ever, including a Lady Death/Shi/Vampirella jam poster and a preview of Pamela Anderson's *Barb Wire* movie. On sale in December.

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# THE 1995 WEENIE AWARDS

## THE WORST AND THE WACKIEST GAME QUIRKS OF 1995.

Chestnuts roasting on an open fire. Stockings hung from the chimney with care. The sound of sleigh bells on a crisp winter's night. It can only mean one thing.

### IT'S WEENIE TIME.

Once again, the executive committee—consisting of me—is proud to announce the winners of the annual Weenie Awards, honoring bizarre, unbelievable, and ill-conceived achievements in game design. It seems like only a few months ago when the committee presented the last batch of awards. In fact, it was only a few months ago (*InQuest* #4, to be exact). But in the wonderful world of Weenies, time has no meaning.

Speaking of things with no meaning, let's review the eligibility rules:

**No awards to games published prior to 1995.** Unless they really deserve them.

**No awards to computer games.** Well, maybe one.

**No awards to Milton Bradley games published a zillion years ago.** OK, one, but that's it.

And now, without further ado...

**The Stand Back or I'll Vaccinate You Weenie.** To the *Black Death* game. In most roleplaying games, players pretend to be heroes, like wizards and starship captains. In *Black Death*, they pretend to be diseases, like measles and dysentery. The player-diseases are rated for Virulence and Mortality, then attempt to infect as many cities as possible.

**The I Love My Job Weenie.** To Mark Rein•Hagen, designer of the *Wraith: The Oblivion* roleplaying game. In the afterword, the author writes: "It's been

such a long hard struggle, it's hard to believe it's nearly over. Everything that could go wrong did go wrong. I've never seen anything like it... There was no end of emergencies. Nothing ever seemed to work out. Everything good about this project came about only with agonizing effort. All in all, it sucked."

**The Dirty Pool Weenie.** To *Wilderness*, an adventure anthology for the *MasterBook* game. The "Pendar Mountains" adventure features a monster called the skeethark, which makes its lair in an alcove of a cliff face. When mountain climbers approach, the skeethark emerges from its alcove and urinates on them.

**The Department of Useless Spells Weenie.** To *The Wizard's Grimoire*, an *Ars Magica* roleplaying supplement. A spell called Lips of the Sky turns the victim's lips blue. It has no other effect.

**The Nuclear Powered Chariot Weenie.** To *Time Riders*. This supplement for the *Spacemaster* roleplaying game provides guidelines for staging time travel adventures. The equipment chapter describes a time traveling mechanism called the "Holmes-field device," which can transport characters to the time period of their choice. It's easy to build. So easy, in fact, that you can whip one up in any era. "If you were stranded in the Roman Republic," advises the author, "it might take you a few months to re-create the necessary technology..."

**The One Little, Two Little, Three Little Copyrights Weenie.** To the second edition *DC Heroes* roleplaying game. On page three of the rule book, DC Comics



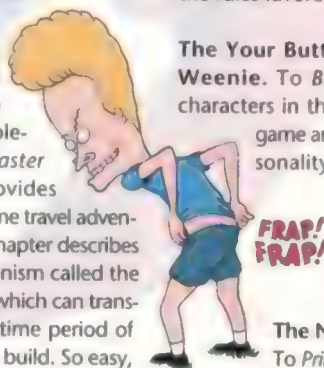
Superman™ & © DC Comics

Inc. claims trademarks for "Fred," "Z2SY (2AB) 6," and "Zeep the Living Sponge." DC also claims a trademark for "Ray Winninger" (that's the name of the guy who designed the game).

**The God Bless America Weenie.** To *Firefight*, a military simulation of tactical warfare in contemporary Europe. One player controls the Americans, another handles the Soviets. On a hex map approximately the size of a picnic table, they slug it out with machine guns, artillery, and land mines. Trouble is, the Soviet side doesn't have a prayer; the game was commissioned by the U.S. Army, which made sure the rules favored the Americans.

**The Your Butt Makes Me Sneeze Weenie.** To *Bloodshadows*. Some characters in this fantasy roleplaying game are burdened with a personality flaw called Cultural Allergy; they suffer adverse reactions whenever they're exposed to nudity.

**The Number Lust Weenie.** To *Primal Order Chessboards: The Planes of Possibility*, a book about interplanar travel from *Wizards of the Coast*. An excerpt from the appendix, explaining the formula required to calculate the growth of alternate planes of existence: "Total conduit capacity. C1: CCapat, C2 = (0.8\*SP\$2) \* (1 + A2 \* 0.000027397), C3 = C2 + C2 \* SP\$3 \* MAX (MIN (1 - ((C2/12 + 0.001)/SP\$3, 1), 0)/365 \* (A3 - A2)..." The entire



## BY RICK SWAN

sequence fills four and a half pages.

**The Politically Incorrect Weenie.** To the *Illuminati: New World Order* card game. One of the Personality cards shows Bill Clinton with a leash around his neck. A second Personality card, placed next to Bill's card, reveals who's holding the leash—Hillary Clinton.

**The Koochie Koochie Koo Weenie.** To *Mystic China*. According to this sequel to the *Ninjas and Superspies* role-playing game, you can render a demon helpless by tickling him.

**The Careers Day Weenie.** To *Pandemonium*, a roleplaying game based on supermarket tabloids. Players can choose from among the following professions for their characters: Accountant ("knowledge of book keeping and tax laws"), Photographer ("proficient in taking photos"), and Mail Carrier ("ability to sort mail").

**The I Can't Believe It's Not Butter Weenie.** To *Parlainth: The Forgotten City*. One of the treasures described in this supplement for the *Earthdawn* role-playing game is the butterspider, an enchanted lump of lard in the shape of an arachnid. The enchanted lump helps to heal injured characters.

**The Deathless Dialogue Weenie, Part One.** To *The Politics of Contraband*, a collection of adventures for the *Star Wars* roleplaying game. In "The Art of Betrayal," two characters aboard the Rantine Space Station discuss their future. First character: "We've really earned this break. I think we should kick back a few beverages and plot our next actions." Second character: "Why don't we just wait for fate to rear its ugly head again. Seems to happen all of the time to us."

**The Hit Me With Your Best 1,500 Shots Weenie.** Tie. To the *Player's Option: Combat & Tactics* and the *Arms Law* books. If you get whacked with a weapon in standard *Advanced Dungeons & Dragons*, you might lose a few damage points, but otherwise, you're pretty much free to go on about your business. For players interested in more detail, the *Player's Option* supplement offers 153 different results for a weapon attack, including broken hips, shattered knees, slashed throats, severed arms, and crushed faces. And if those aren't enough, consult *Arms Law*, an expan-

sion set for the *Rolemaster* game, but adaptable to *AD&D*; the broadsword table alone lists approximately 1,500 possible outcomes.

**The I'll Have a Lava-Covered Monarch To Go, Please Weenie.** To *The Wyvern* card game. The Volcanic Eruption card can cough up a maiden in distress or an oriental princess.

**The Deathless Dialogue Weenie, Part Two.** To *Track of the Werewolf*. In this compact disc game, part of the *Terror T.R.A.X.* series from TSR, the player listens to a 911 call wherein a breathless unfortunate screeches, "You've got to help me! I'm changing! I'm going to rip hearts and lungs open!"

**The There Goes the Neighborhood Weenie.** To the *SimCity* card game. By deploying cards that represent city blocks, players earn points for creating productive, well-balanced communities. To generate the maximum number of points, city blocks must be connected by roads and rails, and conform to the zoning code. Accordingly, the game not only allows but encourages players to build a castle next to a mobile home park, place the Civil War smelting plant adjacent to an Episcopal church, and sandwich a preschool between a hydroelectric power plant and a casino.

**The Unfriendly Skies Weenie.** To MicroProse's *Civilization* computer game, where it can take a jet plane up to five years to cross the ocean.

**The Thar's Gold In Them Thar Kiddies Weenie.** To the *Life* board game. According to *Family Economics Review*, a publication from the U.S. Department of Agriculture, raising a child from birth to age 18 costs a family

\$198,060. According to *Life*, a zillion-year-old game from Milton Bradley, raising a child from birth to age 18 earns a family \$48,000 (the amount received per child when a player retires at the Day of Reckoning).

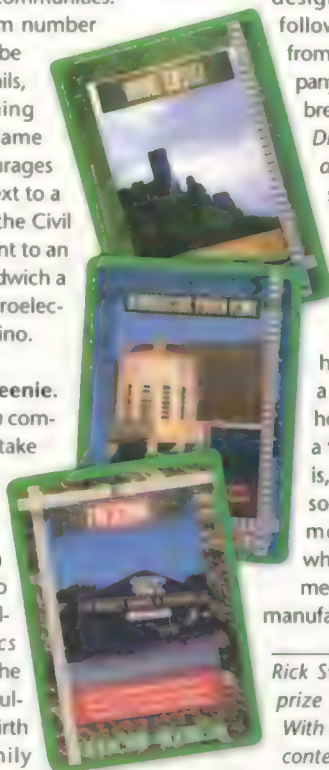
**The Ha! Weenie.** To the October 1995 issue of the *Writer's Digest Book Club Bulletin*. An announcement for the forthcoming *Science Fiction Writer's Marketplace* and *Sourcebook* promises to introduce budding scribes to "the lucrative roleplaying game market."

**The Do As I Say, Not As I Do Weenie.** To yours truly. From a game review by Rick Swan, discussing an episode of *Saturday Night Live*: "SNL went over the line. There it was, right on the TV screen, spelled out for the whole world to see: *Dungeons and Dragons*. That's right—they left out the ampersand. It's *Dungeons & Dragons*, OK? That's just the kind of oversight you'd expect from a bunch of dweebs who write comedy."

From *The Complete Guide to Roleplaying Games* (St. Martin's Press) by Rick Swan: "The year was 1974, and the game, of course, was *Dungeons and Dragons*..." "This is not a self-contained game, but a supplement that can be adapted to *Dungeons and Dragons*." "It was the first design by Gary Gygax, following his departure from TSR Inc., the company built on his groundbreaking *Dungeons and Dragons*." "*Dungeons and Dragons* also serves as a bridge to the more detailed *Advanced Dungeons and Dragons*."

As always, each honoree will receive a zircon-encrusted hot dog mounted on a four-sided die. That is, they'll get them as soon as the procurement committee—which also consists of me—can find a suitable manufacturer.

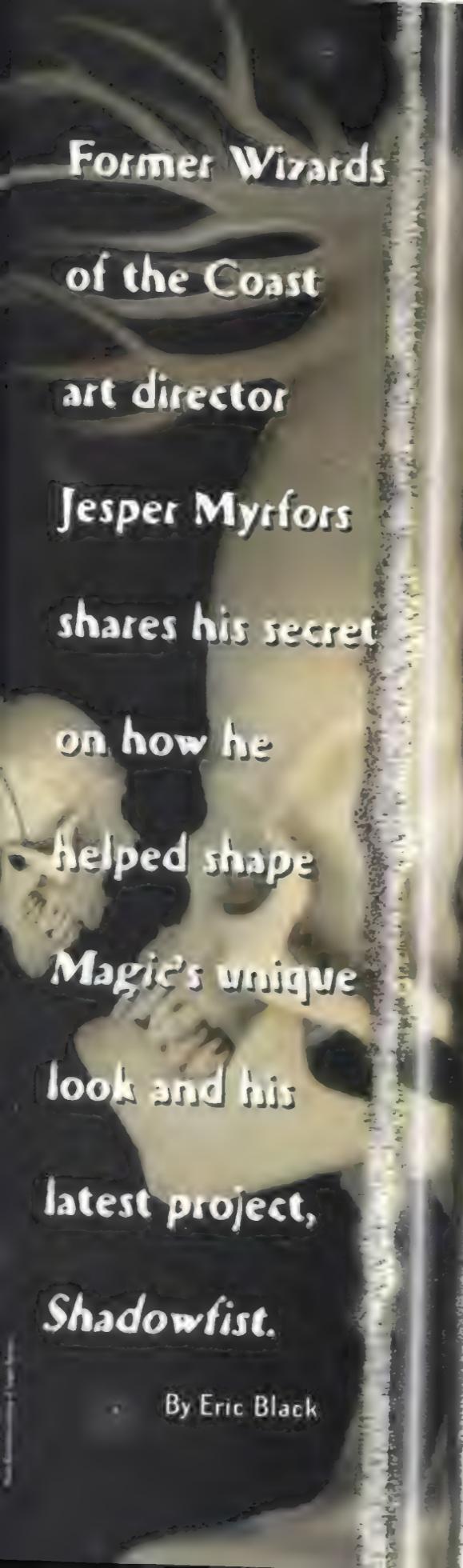
Rick Swan once won first prize in the "Win a Date With Rodney Dangerfield" contest.





# MAGIC

## CARPET RIDE



Former Wizards  
of the Coast  
art director  
Jesper Myrfors  
shares his secret  
on how he  
helped shape  
Magic's unique  
look and his  
latest project,  
*Shadowfist*.

By Eric Black



Did you ever wonder who drew those little bubbles in the border of *Magic's* Swamp cards?

As *Magic's* art director from the Alpha Limited edition through the *Ice Age* expansion set, Jesper Myrfors oversaw the visual elements of a game known as much for its art as its playability. He brought over 50 artists together to create the world of Dominia; he painted more than 50 cards, including *Fog*, *The Fallen*, and *Bad Moon*; and yes, he drew those little swamp bubbles.

Wizards of the Coast hired Myrfors to art direct while he was still a student at Cornish College of the Arts in Seattle, and he played a key role in the company's greatest success. In 1993, Myrfors left WotC. Today, he's the art director on Daedalus Entertainment's new card game, *Shadowfist*. Recently, Myrfors spoke with *InQuest* from Mercer Island, Wash., where he grew up and where he now lives with his girlfriend Kristen Bishop (she painted the War Elephant *Magic* card).

By the way, his name is pronounced YES-per MERE-fours. He was born in Stockholm and remains a Swedish citizen.

No, he does not have an accent.



## Art Direction

### **InQuest: What is an art director?**

**Jesper Myrfors:** An art director's job is to assign artwork for a given product, whether that means that they're handed a list from the writers of art they'd like to see... or whether that means they actually have to go through the product and find what the artwork should be.

### **So what exactly do you do?**

The art director needs to find an artist whose style fits the work that's required, to get the contracts negotiated and make sure pay is OK. Make sure everything runs smoothly. Some artists need to be called and reminded; some you can just let go.

### **How often do you send artwork back for changes?**

I rarely do. I've probably assigned close to 1,200 pieces of artwork, and I can think of three that I've rejected [completely].... It's not that I'm not discriminate. The reason is that when I assign the artwork, I make it clear that the assignment is really loose. The artists can do what they want. They can experiment with new techniques... Their name is on the card.... It's their reputation on the line.

### **In cases where you've had to reject artwork, what has been the problem?**

It usually has not been up to standard. I've rejected quite a few pieces because they didn't fit. But they were excellent pieces of artwork, and we used them later on as something else.... Mark Poole's first Island pieces prominently featured creatures, and they became Island Sanctuary and Birds of Paradise....

I've also rejected a couple pieces because they were sexist. I really don't want to perpetuate this bikini-clad-women-in-fantasy-art-type thing.

### **Magic: The Early Days**

#### **How did you first hear about Magic?**

I was art directing *Talisanta* and *Primal*

*Order* [roleplaying games for WotC].... They would drop coy little hints and mention the name *Magic*, which at the time was only a working title, but, you know, everyone grew attached to it. It's better than the alternatives, let me tell you that.

#### **What were some of the other names?**

*Mana Flash* and *Mana Clash* are the two I can remember.

#### **Did you know the game would be a hit?**

Yeah.... *Wizards of the Coast*, they were in a lawsuit with *Palladium* at the time. And the finances were drying up and they needed money. So I got laid off.

And I stayed, and I continued work-

#### **What's Richard Garfield like?**

Oh, he's a great guy.... This industry owes him a great debt.

#### **Did WotC know the art would wind up being such an integral part of the game?**

I don't think so. The reason I say that is because their plan before I came along was to get either second-right artwork [that had appeared elsewhere] or first-right artwork that hadn't appeared before—you know, work people did for themselves that had been sitting in their portfolios. In which case... they would have to compromise the vision of the game to fit in with pre-existing work.



Jesper's favorite piece, *Elves of Deep Shadow* from *Magic's The Dark*

ing just as hard.... I worked for an entire year and asked to get the entire salary in stock....

I had faith in the game.... I think I'm the seventh- or eighth-largest shareholder at *Wizards of the Coast* as a result.

#### **Why did you think it would be a hit?**

Because it appealed to me. It was a lot of things I had always wanted to see in a game.

#### **How did you support yourself for that year?**

I went the parental route: living at home.

### **Creating the Look of Magic**

#### **Were you in charge of every visual design element of Magic?**

Yes. The entire look of the game was mine, from the ground up.

#### **How did the look come about?**

The look was actually an evolution, and nobody is ever going to see my first designs for that game because they looked bad....

My second designs weren't much better, but that was more of a hardware problem, because I hadn't gotten the full computer training that I needed.

### What was designed first?

The borders were designed first.... Actually, the very first step was figuring out how big the cards would be.... I remember Peter [Adkison, president of WotC] spent a lot of time going through all sorts of playing cards and trading cards, trying to find the right paper stock.... It was all done in his basement.

### When you were hiring the artists, did you stick with people you knew?

No, not entirely. What happened is, I had a lot of portfolios at Wizards of the Coast, and I contacted all of them. I only had a couple people turn me down. One person was too busy and the other person told them that we weren't paying enough.

### But the other artists agreed?

Yeah. They had almost total freedom. They were given a name and what the card did. And the paintings aren't very big. They're 7 inches wide and 5 and five-eighths inches tall. And they could put as much effort as they wanted into it, or they could just get the job done, which if you look at the first printing, some people did.

They later regretted it. I'm one of them. I ended up doing the cards nobody else wanted.

### Which cards are those?

Word of Command was just an experiment I was working on texturing, and Richard [Garfield] saw it and made a card for it, even though I didn't do it as a card. Oh, it was atrocious. I asked him to pull it....

Some [are] actually cards people really like, like Cursed Land.... They're just not as sophisticated as I'd like them to be. I much prefer the ones I did for *The Dark*.

### Jesper's Cards

#### For card illustrations, do you work in oil?

All of mine are done in acrylic. The later ones were done in acrylic gouache.

#### Do you scan the illustrations into a computer?

Yeah. I use a Macintosh. I scan the illustrations in and then I go back and hand-color-correct them to make sure the colors in the computer are accurate to what they are in the originals.

#### Of the cards you've done, which are your favorites?

Well, I like the Goblin King. I like Elves of Deep Shadow—I think that's my favorite one. I like the Island Fish [Jasconius].... I quite like The Fallen,

even though I don't like looking at it.

### How did that one come about?

It sort of designed itself.... What happened was we were at this old military fort called Fort Worden [near Seattle], which is where they filmed *An Officer and a Gentleman*....

It's one of my favorite places to go.... And there's this one room that just gives off a very bad feeling.... It's not the kind of "get out" feeling; it's more the kind of "come on down, it's not as bad as you think."

There I took a photo of a friend of mine. [Later] I was looking for a reference of a partic-



Myrfors' unused vampire art

**"[Ice Age] was actually planned, I believe, to replace the regular set of Magic. They were going to change the theme of Magic every year... I started assigning artwork for Ice Age before Magic had even hit the stands."**

ular kind of lighting I wanted and remembered it was in this room. So I got out the photo, sat down to start to paint, and I swear this thing painted itself.... It took about an hour. It was almost like automatic writing.

#### On Witch Hunter, there's a multicolored haze that appears to be smoke and ash. How did you achieve that effect?

With a toothbrush. If you load up watered-down paint on a toothbrush and either run your thumb over it or something else—cardboard—it spatters. It's a good way of getting starry skies, or stone-type patterns, or ash, or whatever.

#### Do any of your other cards have stories behind them?

If you look at the island card that I did, Tropical Island, on the beach, in the forward of the card, there is a picture of me standing in a long black overcoat with a black hat, holding a black- and silver-

tipped cane.

But the image was really reduced down small, and it was screened back to about 30 percent. So unless it's actually pointed out to you, you cannot see it.... It ends up looking like three black or gray dots.

### Ice Age and The Dark

#### Is it true that Ice Age was originally going to be the first expansion set?

Yes. It was actually planned, I believe, to replace the regular set of *Magic*. They were going to change the theme of *Magic* every year.... I started assigning artwork for *Ice Age* before *Magic* had even hit the stands.

#### Why was the release put off so long?

I'm not quite sure of the numbers, but I believe 70 percent of the cards were [going to be] reused cards, where the only thing that was changing was the artwork. And there was a big, internal struggle between the people who thought that was a really bad idea and the people who thought it was a good idea. And there was enough of an argument on both sides that they decided to put it on the back burner and give it some more thought.

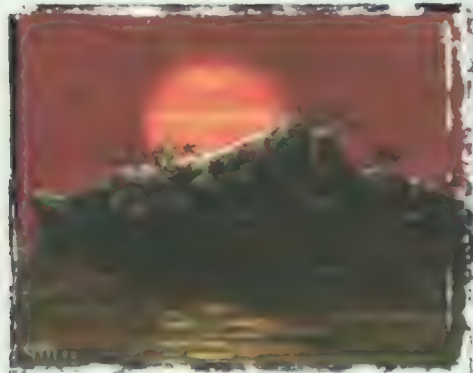
#### What about The Dark? What was your role on that?

I wrote the cards from scratch.... Anson Maddocks and Daniel Gelon helped me with the flavor text. Beverly Marshall Salting, who's a Wizards of the Coast editor, really did a good job editing it.... She took our ideas and made them work....

Most people misinterpret *The Dark*. They were expecting a set with a lot of

powerful creatures in it, more like the Elder Dragons from *Legends*.... *The Dark* was really to add a playable expansion set and flesh out Dominia, because Dominia is not a world. It never was. Dominia is just a hodgepodge of planes and dimensions where anything could happen....

Now that it's become such a hot property, they're trying in hindsight to put it together as a real world. But it was never meant to be one. *The Dark* and *Antiquities*, and to some extent *Legends*... were all trying to anchor Dominia in an actual place.



Another of Myrfor's favorites, Island Fish Jasconius from Magic's Arabian Nights set



The Fallen from Magic's *The Dark*, a card Myrfor doesn't like looking at

was getting to the point where if I didn't get out, I probably wouldn't be alive today. There were people there that I could not work with, or even be around. And I was working 14- to 20-hour days, seven days a week.

#### How did you hook up with Daedalus Entertainment?

Well, Jose [Garcia, co-designer of *Shadowfist*] had actually been calling me off and on while I was at Wizards of the Coast.... When he started Daedalus, he called a lot of people to research what he should be doing....

When I quit WotC, he contacted me and asked if I would be interested in doing

cinema. I've always liked John Woo movies and Jackie Chan movies. It also meant that I'd have to do a lot of research, which is fun to do. And when they told me the ideas they had—you know, for the futuristic police, the Architects of the Flesh, the Eaters of the Lotus—I could see it all going through my mind.

#### On the *Shadowfist* backs, there's an interesting moiré pattern in the background. How did you achieve that effect?

That was in Adobe Photoshop [on the Macintosh] using Kai's Power Tools. Feng shui is the Chinese geomancy. What it literally translates to is "wind on water," and that's what that background on the card is.... It's actually waves going across water.... The little symbol up on the top of the card, that is [Chinese for] feng shui.



Unused Myrfor art

**"I should say I didn't want to leave. [Wizards of the Coast] didn't want me to leave. But it was getting to the point where if I didn't get out, I probably wouldn't be alive today."**

#### Daedalus Entertainment and Shadowfist

**Why did you leave Wizards of the Coast?**  
I left for personal reasons. How does that sound?

**Do you want to go into it a little more?**  
I really don't. A lot of people ask me that....  
I should say I didn't want to leave. The company didn't want me to leave. But it

graphic design and art direction on this new card game he had. I was a little dubious at first because everyone and their brother was slapping together some card game and putting it on the market. Most of them were total garbage.

#### What about Shadowfist made you feel it was a good project?

I like it because I like the whole idea of doing a game based on Hong Kong action

#### Are there expansion sets being planned for Shadowfist?

Yeah. There's two currently in the works: *Netherworld*, which has a more fantastic sense to it and really develops the Four Monarchs and the jammers....

And there's *Combat in Kowloon*, which is a boxed set with preconfigured decks that will help beginners get into it. Or if parents want to see what their kids are doing, they don't have to sit down and build a deck to get a theme.

## The Gaming Industry

**Is there a star system among card game artists?**

There's sort of become one. It was actually our goal to try and establish a new star system. And Anson was the person we were really pushing at Wizards of the Coast, and you can see what that did.

**What effect do you think it's having on the industry?**

There's one effect that I hope it doesn't have. I'm working with a lot of the younger, newer talent... I really don't want that to displace the people who have been out there working for years. That was one of my worries, cause a lot of these people were my inspiration and I don't want to see them lose jobs as a result of this.

**What games do you like?**

I don't play a lot of them. I have friends who do, and they always try and steer me clear of them....

I like the look of *Rage*. I still think the card stock's a little too heavy, but I like the look.

**What advice would you have for someone interested in breaking into this field?**

Keep your ego down. If you're good, it will show in your work....

Also, there's this adage, "If I don't do it, someone else will." I've never believed in that. If you become the best in what you do, people will want you and you can start making the rules.

In school, there was always, "Would you do a cigarette ad?" And I said, "No, I wouldn't." And then they said, "Yes, you would. You would if it paid. Cause if you don't, someone else will." But I stuck by my guns. I wouldn't do it.

## Final Thoughts

**Where do you see your career five years from now?**

I have no idea. I never thought I'd be art directing, so I'm trying not to second-guess anything. I'm doing some work now for a film company, which unfortunately I can't talk about because I have a nondisclosure [agreement] with them. I'd like to stay with Daedalus. I believe in them as a company....

The games Daedalus develops, it develops for Daedalus. *Shadowfist* got done because the people at the company wanted to play a game like *Shadowfist*.... We're not going to try and second-guess what the public wants. We're going to do things that we want, and hope the public likes them.

*Eric Black is a freelance writer living in Los Angeles. It was all he could do to not give this piece some darkly title like "Jes- per: No More Force When It Comes to Art Directing."*

# The Man Behind the Fist

## Shadowfist co-designer Jose Garcia.

After putting in over 1,000 hours of design work on *Shadowfist*, Daedalus Entertainment founder Jose Garcia was excited to see the game hit the market, if for no other reason than now he gets to play it using real cards.

"It's a lot more fun playing the finished product," Garcia says. "The stuff we [play-tested] was actually on paper, photocopied. So it's a pain in the ass to shuffle. And there's no flavor text."

No artwork either. If you think game design is glamorous, bear in mind it takes a lot of bleary-eyed shuffles to figure out whether a card works, needs some tweaking, or has to go. Garcia and *Shadowfist* co-designer Robin Laws started off with 1,000 cards and whittled them down to 323. Every revision meant printing and cutting new batches of play-test decks.

"If you've got a game that's fun to play when it's little black-and-white strips of paper, then you've got a hit," says Garcia.

The chores of game design are nothing new to Garcia. Growing up in Toronto, he and his friends started playing *Dungeons & Dragons* and *Gamma World* when they were 12. "I was the kind of person who always got stuck GMing," he says, laughing. But "that's actually what I liked about gaming most—creating worlds and creating scenarios."

"The first one I did... the players went into this castle, and it was just, like, dungeon after dungeon.... Each level had a different theme. There was the lizard-man level, and there was the underwater river level, and there was the caves-of-ice level. And they probably came out like a month later."

As he got older, Garcia went from designing adventures and rule variations for existing games to creating worlds and games from scratch. Eventually, he became interested in starting his own company. Through the Internet, he met Wizards of the Coast president Peter Adkison, who offered him advice.

"He really went out of his way," Garcia says. "He showed me the original WoTC business plans and cash flows... and all their distributor information. And he also put me in touch with a lot of people."

In March 1993, at the age of 24, Garcia launched Daedalus in Toronto. He borrowed the company name from the fabled architect of Greek mythology who designed the Minotaur's labyrinthine lair. "I really like the myth," says Garcia. "Actually, it turns out that I'm more familiar with it than

most people.... We got a lot of people who think we're 'Deadless' or 'Dead Loss' or 'Deadliest.'"

Daedalus' first release was *Nexus*, a roleplaying game set in an alternate Los Angeles surrounded by interdimensional portals. (This would explain a lot about L.A.) Garcia followed with the *Nexus Life* supplement. Then he and Laws began designing a roleplaying game based on one of their favorite film genres: Hong Kong action movies. "I created a little prototype for it, and play-tested it," Garcia recalls. "We found people loved [the genre] in a roleplaying game environment...."

"Then I thought, in August [1994], that the world of *Shadowfist* would make for a really cool card game."

He and Laws went to work on a prototype.

"One day," says Garcia, "we went out to a supply store to get some scrap paper to make up some prototype cards. And we were walking back.... And actually over the course of like, two blocks—a four- or five-minute walk—we outlined what our design goals were, and we stuck to them."

Garcia credits those design goals with keeping the project on track for the next eight months, through the difficult play-testing phase. "There would be times when one of us was more or less satisfied with something, but the other one wasn't. And to proceed on something, we both had to be satisfied.... [So] we kept working until we got there."

An unexpected windfall for *Shadowfist* was Jesper Myrfort's availability. Garcia had met the one-time WoTC art director earlier through Adkison, and called him in October 1994, asking Myrfort to recommend an art director. When Myrfort said he himself was interested, Garcia was stunned.

"We were lucky to get him," Garcia says. "He's a really good person. One of the reasons he gets [the results] he does is people just trust him."

In Daedalus' new offices in Mercer Island, Wash., Garcia is currently working on the *Shadowfist* companion *Feng Shui*, the roleplaying game that started it all. "This is about larger-than-life action movies," he says. "We have a blast."

Garcia and Laws are also working on another collaboration: a new card game for release next year, known only by the code name "Haggis."

—Eric Black



# Meet fantasy author R.A. Salvatore

## VITAL STATS

**Name:** Robert A. Salvatore

**Birth:** January 20, 1959, in Loominster, Mass.

**Occupation:** Writer

**Base of Operations:** At home in Massachusetts

**Career Highlights:** "When my first book, *The Crystal Shard*, hit the stands. Also, when *The Legacy*, my first hardcover, made The New York Times bestseller list."

By Jack Skrip



Above: R.A. Salvatore

Left: R.A.'s New York Times best-selling book, *The Legacy*.



**W**hen Robert A. Salvatore probed the depths of his soul to unearth the hidden forces that motivated him to become a writer, his revelation was a stunner: "Frustration. And boredom."

"You see," he explains, "I got out of college with a degree in technical writing and ended up working in a plastics factory. It was a totally brainless job." By daydreaming, Salvatore made good use of the many brain cells that weren't engrossed in the wonderful world of synthetic solids. Those daydreams became his first written work, *Echoes of the First Magic*.

Fans of TSR's roleplaying universe will recognize Salvatore as the creator of such popular characters as the dark elf Drizzt Do'Urden and highway halfling Oliver de Burrows. The adventures through which Salvatore guides these and other heroes are a far cry from the tar-pit tedium of his early employment history. But he managed to turn even those drab experiences into something fantastic in his novel *The Woods Out Back*.

"*The Woods Out Back* is autobiographical," says Salvatore. "The job that the hero, Gary Leger, is working at is basically my job from back then. Leger is kidnapped by leprechauns and has all these adventures, whereas I was kidnapped by my own imagination."

Thankfully, all ransom demands were ignored, and Salvatore has happily remained in the clutches of the worlds and characters he creates. He made the decision to write full-time in the spring of 1990, right after *The Halfing's Gem* made *The New York Times* best sellers list.

Salvatore's first published work was *The Crystal Shard*, released in 1988. "It was a weird feeling seeing that book on the shelves, he remembered. "It was a great high to see my name in print, but also a letdown in that it didn't change anything—my back still hurt, my car still didn't run, and my kids didn't behave any better."

The big changes came with the 1992 publication of *The Legacy*, Salvatore's first hardcover. "It changed my life," he said. "The whole industry starts working on your side suddenly. Publishers paid more attention to me, and I was able to pick and choose the projects I wanted to do."

"As well," he laughs, "I'd had back surgery, I bought a better car, and my kids were a little older."

Salvatore's projects include over 19 novels and an assortment of gaming material, such as *Hall of Heroes* (which provides gaming stats and info for his *Forgotten Realms* characters) and the *Bloodstone Lands* sourcebook.

Salvatore cites J.R.R. Tolkien as one of his biggest influences: "I read *The Hobbit* at a time in my life when I needed a hero. It is the best fantasy book ever written and always will be, and no one can push it out of my heart." He is the first to acknowledge, though, that a successful fantasy writer must read more than just fantasy.

Of which Salvatore himself is living proof. To prepare for writing *The Cleric Quintet*, he took a course in the works of Geoffrey Chaucer. "The classics—Chaucer, Shakespeare, Dante—are a natural extension for the fantasy reader," he says.

Salvatore's personal favorite is James Joyce, whom he admires for the rhythm of his language. "Whenever I get cocky as a writer, I go back to *The Dubliners*," he says. "I read the last four or five pages [of 'The Dead'], and I'm humbled. That, to me, is perfect writing."

### **Favorite work of your own...**

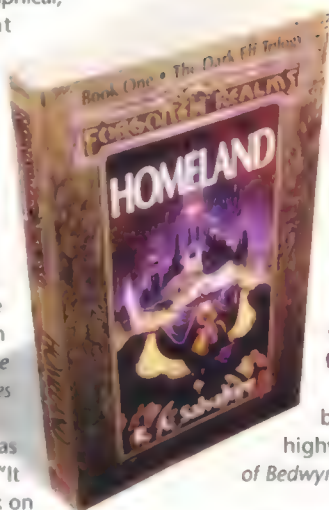
All of my books have different meanings for me, but I keep going back to *Homeland*, which was the first of my *Dark Elf* books. *The Spearwielder's Tales*, my series for Ace, has a special place in my heart because I wrote them so I could read them to my kids.

### **Favorite work by another artist...**

James Joyce's "The Dead" and J.R.R. Tolkien's *The Hobbit*.

### **Favorite munchie at 2 a.m....**

Tri-Sum Potato Chips! I grew up near the factory. As a kid, we used to go down to the docks and they'd throw us some huge boxes of chips. I still can't resist 'em.



### **Favorite toy as a kid and as an adult...**

As a kid, Major Matt Mason, a rubber-and-wire astronaut figure about half the size of [the original] G.I. Joe. As an adult, my '64 Mercedes 230SL sport coupe, which I had to sell. I really miss that car!

### **Favorite pastime or hobby...**

Hockey, though I'm just coaching now, and weightlifting.

### **Costume worn the last time you went trick-or-treating...**

That would be just last year. I was a swash-buckler patterned after my favorite character, highway halfling Oliver de Burrows from *The Sword of Bedwyr*.

### **Last good book read...**

*Mars* by Ben Bova. It's old-time, *real* science fiction—not technobabble or space opera—detailing a Mars mission that could be real in 15 years.

### **Person who would play you in a movie about yourself...**

Since I grew my hair long and grew sideburns, everybody's been calling me Vincent Vega [from the 1994 movie *Pulp Fiction*], so I guess I'd have to say John Travolta.

### **Things you collect...**

Charles Schulz's *Peanuts* books.

### **Favorite cartoons...**

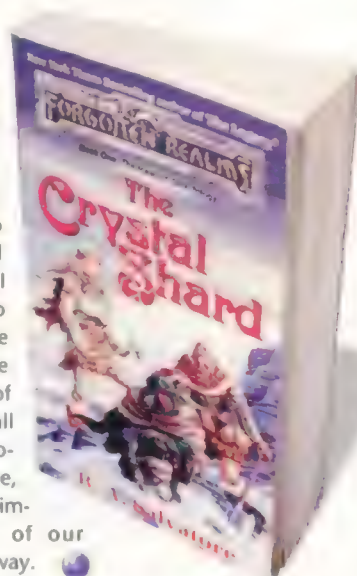
I've always liked the Road Runner, but my favorites are the *Peanuts* classics—*It's the Great Pumpkin*, *Charlie Brown* and *A Charlie Brown Christmas*.

### **People you'd most like to work with...**

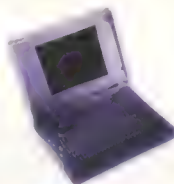
Terry Brooks [writer of the *Shannara* and other fantasy books], definitely, or Mary Kirchoff [a TSR editor who wrote the *Defenders of Magic* trilogy and other books].

### **If you were an all-powerful wizard, what you would do with your powers...**

I guess the standard answer would be to establish peace and love in the world, but I think I've become too cynical for that. I'd like to establish the Gene Roddenberry vision of the future in which all of the basics were provided free for everyone, because if we could eliminate greed, most of our problems would go away.



PLUGGED IN



# On-Line-All-the-Time-ies Anonymous

By Buddy Scaler

I think I'm getting addicted to *Federation*, the on-line RPG. I was only supposed to log onto America Online to check it out and whammo, I'm on for about four freakin' hours. And I can't wait to log on again.

I was warned it would be like this. *InQuest* Computer Ninny Ben Todd mentioned that I ought to check out *Federation* for Plugged In. He admitted that he was addicted to the game, but I figured that Ben.... well, Ben could get addicted to anything.

Getting onto *Federation* was pretty easy. Just log onto AOL and use the Keyword: *Federation*. There are several handy frequently asked question files that will help you learn the game in a snap. (You won't be able to start the game without reading the rules. Trust me, I tried.)

*Federation* is not easily explainable because your goal is not to win in the traditional sense of winning. Your goal is to rise up from your lowly status of galactic cargo hauler to the esteemed (and challenging) level of Factory Builder or Explorer.

As you go, you learn the finer points of trading and cooperation. Since there are 50 to 100 new players per day, competition can get steep. That's why you must know how to spend money wisely. (Well-placed bribes can help.)

*Federation* plays like the old text-based adventure game *Zork*. You type commands to navigate the intricate system and fly through space. What makes this cool is that it's real-time game play with opponents who log in from all over the world.

Incidentally, *Federation* isn't exclusive to AOL. "*Federation* was first written about eight years ago, and started out on a network in the UK called Compunet," reveals Fi Craig, who runs the game on AOL. "Its first appearance in the U.S. was on GEnie about five years ago. It's still available on GEnie, and also members of Delphi and Cris access the same version of the game.

"*Fed* is also available in various European countries, including a French-language version in France. It's the most widely available commercial multiplayer game, both in the U.S. and worldwide."

I'm afraid to explain too much about the game. "*Fed* is actually a pretty difficult game for anyone to review," Craig warns. "Unless a reviewer is

willing to play for months, they never get to see the higher parts of the game. At each stage, you move on to doing something new, and have to learn different skills and meet new challenges."

If "new challenges" means new levels of addiction to *Federation*, then watch out! Anyone know a good support group for on-line gamers? Ben and I will bring the coffee.

## e-notes

### Howling at the Moon

Gnashing your teeth because all anyone talks about is *Magic: The Gathering*? Don't go lycanthropic and rip out throats. Get on-line.

There are a few neat sites for those of you who tend to bark at the moon. I recommend <http://student-www.uchicago.edu/users/cls6/rage/rageindex.html>. It's packed with rules, card lists, spoilers, and many other cool features for *Rage* players.

### Hording Information

Since I first mentioned the *Hordes* database and deck builder program, the *InQuest* e-mailbox ([InQuest-Mag@aol.com](mailto:InQuest-Mag@aol.com)) has been inundated with requests for copies of it.

The *Hordes* folks have a Web site at <http://www1.cis.ufl.edu/~dsy/hordes.html>. This area allows you to download the program.

You can also find *Hordes* on America Online (Keyword: GIX), CompuServe (Go: Cardgames), and FTPs (<ftp://cis.ufl.edu/pub/student/dys>).

### Melts in Your Mouse, Not in Your Hard Drive

What do M&Ms have to do with gaming? Everything, I tell you. The entire *InQuest* staff is addicted to these rainbow-colored snacks. Also, M&Ms are great life counters (and ante... although I'd almost rather lose a Mox than relinquish a blue).

So check out the M&M web page at <http://www.baking.mms.com/index.htm>. This really cool site has recipes and pictures of chocolate. There's also a step-by-step guide to the making of M&Ms. (Another gaming tie-in: Scryb Sprites paint the M's on the candy! Honest!)



**Name:** *Federation*  
**Provider:** America Online  
**Keyword:** *Federation*  
**Phone:** (800) 754-4400  
**Information:** Futuristic on-line roleplaying

## SPOT

Fearless columnist Buddy has become lost in cyberspace. Danger, danger, Will Robinson...



*Buddy Scaler: M&M's are a great life counter and ante... although I'd almost rather lose a Mox than relinquish a blue.*

# shows & conventions

## DEAR SHOW & CONVENTION ADVERTISERS,

Our readers have been begging us to create a Shows & Conventions section in *InQuest*—and as demanding as they may be, we still like to give them what they want.

These game hungry readers are seeking refuge in your events—so let us send you our sick...our poor...our huddled masses. See, by placing your listing in *InQuest* each month, you'll be reaching thousands of ultra-active gamers easily and affordably. And that's what you want.

To take advantage of what this new section has to offer, contact:

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We're looking forward to seeing you here soon.



## NEW YORK

DECEMBER 27-28, **RONKONKOMA**

**MAGIC: THE GATHERING** Tournament at Beez Trading Post, 228A Carroll Avenue, exit 60 LIE, one block east of Hawkins Avenue, corner of Union Avenue, \$15 admission, call for show times. **Homelands** (non-sanctioned) sealed deck tournament, entry deadline Friday (12/22) at 9pm. Call for more information Mondays-Friday 3-9pm, Saturdays 12noon-6pm and Sundays 11am-5pm @ 516-981-BWAX (2929) or send a fax to 516-981-FAXX (3299).

## NORTH CAROLINA

MAY 10-12, **CHARLOTTE**

**Roc of Age's '96** a Comic Fantasy Fair, Sheraton Airport Plaza, corner of I-85 and Billy Graham Pkwy., 80 tables @ \$150 each, \$15 admission until March 1st, children under 12 are free, Friday: 12noon-8, Saturday: 10am-8pm, Sunday: 10am-6pm. Guests include: James Doohan (Scotty of *Star Trek*), Barbara Leigh (Original *Vampirella*), Boris Vallejo and Julie Bell (*Hyborian Gates*), Roy Thomas (*Marvel Comics*), Jackson Guice (*Superman, X-Men*), Al Simmons (*Spawn*), Doug Bradley (*Pinhead*) and Steve Jackson (Game Designer). **MAGIC: THE GATHERING** artists include: Ron Spencer, Jeff Menges, and Randy Gallegos. There's a costume contest and a dance. **MAGIC: THE GATHERING TOURNAMENT's** 1st prize is \$1,000 in CASH!! Contact: Roc of Ages @ 407-344-3010 or 803-547-3995, or <http://www.vnet.net/Roc of Ages/homepage.html>

## TEXAS

DECEMBER 16, **HOUSTON**

**L. King Collectibles Sale-Bratton Event!**, 3001 Fondren, free admission, 10am-6pm. Visit our monthly in-store gaming card sale and take advantage of our wide selection of **MAGIC: THE GATHERING** and other gaming products. Qualify to win over \$750 in raffle prizes, 1 draw for each \$10 purchase, free gaming booster pack with this ad!!!! Call 713-782-2273 for more information.

# LEARN THE WARNING SIGNS OF STROKE

A SUDDEN LOSS OF VISION IN ONE EYE. Do you recognize this as a warning sign? You should. Because the sooner a stroke, or brain attack, is treated the better the chances a life won't fade away. For more information call 1-800-AHA-USA1.

**American Heart Association**  
 Fighting Heart Disease  
 and Stroke



INQUEST

# CONTEST!

*American Entertainment Presents:*

## *The Holiday Card Contest*

### **This**

*should* be a fun time of year to go to the mailbox—after all, it's holiday card time! But in reality, it's not so great. Every year we get the same old holiday cards. "Best Wishes!" "Season's Greetings!" Blah, blah, blah. We bet all you game freaks would like to see something a little different. Like maybe some holiday game cards!

### **Now There's An Idea!**

Yeah! We'd like to see *your* holiday game card. What if Santa Claus made an appearance in Shadowfax? How 'bout if Rudolph the Red-Nosed Reindeer showed up in Rager? Think a Star of Bethlehem would make a cool Magic artifact? Then do up a card like that!

We want to see your version of a holiday game card. It's easy! Just look at any existing game card—Magic, Warhammer Fantasy, De la Edge, Star Wars, whatever—and use that as your template. You create all the elements a card in that game would normally have, including card name, card type, cost to play, ability, and so on. Use any medium you want—pencil, marker, oil paint, pigpen, paint, whatever—except neon ink. Entries may be no bigger than 3 1/2 by 5 1/2 inches. Hey, if it's easier for ya, just use an existing card from the game you'll be focusing on, and glue a new front to it.

**STRIKE OUR FANCY AND YOU COULD  
GET A PRETTY NEAT HOLIDAY GIFT.**



# A LOOK AHEAD TO

## GAMES ON TAP FOR THE COMING YEAR

IN JANUARY 1993, no one had ever heard of collectible card games.

In 1995, it seemed no one heard about anything else.

The Richard Garfield-designed, Wizards of the Coast-published *Magic: The Gathering* inspired a legion of game designers, and the market was flooded by collectible card games in '95—although *Magic* continues to dominate.

What's in store for 1996? To get the scoop, *InQuest* looked into its crystal ball—and then asked Matt Forbeck, Rick Moscatello, and Edward Willett to call up companies and find out.

It turns out that some games supposed to debut in 1995 will be a little late. (See News & Notes, starting on page 13, for a look at delayed products and their consequences.) But there are also plenty of brand new games on tap, based on everything from video games to professional sports to fantasy fiction. Read on for the skinny, but remember: although the information below is as accurate as we could make it, it's also subject to change without notice.

BY MATT FORBECK, RICK MOSCATELLO, AND EDWARD WILLETT

### Wizards of the Coast

The undisputed king of collectible card games has a few tricks up its sleeve for 1996. Three expansions for *Vampire: The Eternal Struggle* (formerly *Jyhad*) will ship in 1995. *Ancient Hearts*, the initial '96 offering is due in March. (*Dark Sovereigns*, the first V:TES expansion, is scheduled for release in December 1995, the same time as the delayed *Vampire* game).

Besides all the upcoming *Magic: The Gathering* expansions—about which designers are being characteristically tight-lipped—Wizards of the Coast has two new collectible card games slated.

*Netrunner* is based upon R. Talsorian's popular Cyberpunk science fiction role-playing game. Some artwork has already been shown at conventions, and it looks great. Due to potential delays in the fine-tuning of *Netrunner's* game play, though, the *BattleTech* collectible card game—licensed from FASA's popular game of the same name—might actually be released first. Don't look for either of them until this summer, though.

*The Great Dalmati* won MENSA's Best New Mind Game award this year, and Christmas of '96 will see a brand-new edition.

Wizards of the Coast does more than card games, though. *RoboRally* will have an expansion and a "sister" game sometime next year. Plus, three brand-new, family-oriented games are in the works, though

WotC refuses to release any other information on them.

Wizards of the Coast started out as a roleplaying game company, and it'll be returning to its roots. *Ars Magica* (late of Lion Rampant and White Wolf) is due for its fourth edition in March (sound familiar?). In April, *Stormrider Returns* in the sequel to the second edition *Ars Magica* adventure, *Stormrider*. In May, look for *Exotic Magic: Fire and Ice*, which focuses on Norse and Middle East magi.

Everway, Wizard's first all-new roleplaying game, will be supplemented by an expansion book written by Robin D. Laws, co-creator of *Shadowfist*. The long-awaited *Magic: The Gathering* roleplaying game, designed by ex-TSR guru Tim Beach and Mike Selinker, is shooting for a 1996 release, but word is that it might not make it until 1997.

■ Wizards of the Coast will resurrect *Jyhad* this December with *Vampire*

## TSR

The Game Wizards have got their traditional slew of products ready for 1996.

*Blood Wars* expansions will appear in January, May, and September, respectively entitled *Insurgents*, *Weapons*, and *Final Conflict*. In October, look for the *Warlord's Manual*, a players guide for *Blood Wars*.

There are four expansions for the acclaimed *Dragon Dice* on the schedule. *Firewalkers* appears in March, *Undead* in May, *The Feral* in July, and *Swampget* in November; all will be sold in nine-dice packs. Additionally, *Magestorm*, which comes in 18-dice boxes like the original release, ships in August. This features four-sided magical item dice, minor terrain (like bridges), and a powerful new race called dracokin.

In February, April, and September, look for new *Spellfire* booster packs, the first of



■ Blood Wars packs from TSR come in three yummy flavors.

which is *Runes & Ruins*. The second *Spellfire* reference guide ships November. This catalogs each new *Spellfire* card in full color, along with hints and tips for play. Also, the fourth edition of *Spellfire* is due out in June. (The third edition should be in stores as you read this.)

Of course, TSR is, at heart, a roleplaying game company. Its big news for 1996 is *Dragonlance: The Fifth Age*, a new roleplaying game. That's right: it's not just another AD&D world to game in, it's a whole new game!

Based on the popular *Dragonlance* setting for AD&D, *Dragonlance: The Fifth Age* brings the entire world of Krynn up to date to the events in Margaret Weis and Tracy Hickman's new *Dragonlance* novel, *Dragons of Summer Flame*. It features entirely new rules designed for both novices and experienced gamers. As always, TSR holds its biggest releases for Gen Con, so watch for this game next August.

## Decipher

The key word for Decipher in 1996, as in the past, is licensing. Hot on the heels of its successful *Star Trek: The Next Generation Customizable Card Game*, Decipher acquired the most sought-after collectible card game license of all: *Star Wars*.

The unlimited edition of *Star Wars* should ship in March (look for the initial release in December 1995; for details, read On the Shelves on page 22). Up to six expansions are planned. The first, *A New Hope*, ships early this summer. The second two take images from *The Empire Strikes Back*; the first of these is due September. The *Return of the Jedi* expansion—there may be two—won't be out until 1997. The *Shadows of the Empire* expansion, based on new material being worked up by Lucasfilm that's set between *The Empire Strikes Back* and *Return of the Jedi*, should follow in '97.

The second *Star Trek* expansion, *Q-Continuum*, is due in June. The third, but



reputedly not last, expansion is *Holodeck Adventures*, scheduled for next September. By Christmas 1995, Decipher plans to release a collectors' tin containing the complete run of cards from all three expansions. (*Alternate Universe*, the first, was scheduled to be out November 1995. For a look at Decipher's disagreements with Paramount over the *Star Trek* license, see News & Notes on page 13.)

All expansion cards will be released in collectors' tins, but Decipher isn't yet sure how many cards will be in each set, and consequently whether each set will have its own tin or all will be gathered into a single tin.

## White Wolf

"There's a blood bath going on in the card market today," says White Wolf's games marketing manager, Greg Fountain, "so we're going to wait until the fur stops flying until we try another game." That said, the next card game White Wolf is considering for development is, predictably enough, based upon its successful *Mage: The Ascension* roleplaying game. Don't look for this until the summer of '96 at the earliest.

As for *Rage*, the *War of the Amazon* expansion is due out in March, and the *Legacy of the Tribes* expansion, which will feature tribe-specific equipment, is scheduled for early summer. A national *Rage* championship, similar to that for *Magic: The Gathering*, is also in the works.

In the meantime, White Wolf is falling back on dark roleplaying, which it feels is not even close to mined out yet. One thing emphasizing this is the premiere of *The Kindred*, a television show set to debut in January as a mid-season replacement on Fox. Although it's being co-produced by Aaron Spelling, don't expect *Transylvania 90210*. This is serious gothic horror, and Mark Rein•Hagen, designer of *Vampire: The Masquerade*, is riding shotgun with Spelling, making sure things are done right.

White Wolf's biggest roleplaying release of the year is due in March. *Vampire: Dark Ages* allows players to take on the role of bloodsuckers during the medieval era. Imagine a vampire lord feeding on his defenseless serfs and you've got some idea how the Dark Ages got their name in the World of Darkness.

In the not-too-distant future, other White Wolf lines will also be "retroed." Although nothing's pinned down yet, you might be able to play werewolves in prehistory, or even mages during the Renaissance.

The second edition of *Wraith: The Oblivion* should be out in August, contin-



■ Tony Diterlizzi's Troll cover for *Changeling*

uing White Wolf's tradition of releasing a fixed-up, hardcover version of its games a year or two after the original release. *Changeling* isn't to that point, but second and third parts of a trilogy of gaming sourcebooks and a linked trilogy of novels called *Immortal Eyes* should ship in April and September.

## Alderac Entertainment

Alderac Entertainment plans to spend 1996 supporting its new card game, *Legend of the Five Rings*, which derives its world from Japanese and Chinese feudal mythology.

In the spring, *Shadowlands* will be released. This expansion has a Japanese underworld (as in Hades) theme, and is packed with creepy crawly things. Introduced in this expansion are two new and more powerful clans, the Scorpion and the Naga. Newer cards will often have greater power but self-destructive drawbacks.

By midyear, the second expansion, *Forbidden Knowledge*, should be released. The background of this expansion is that the older clans will unite to fend off the ever-

increasing power of the Shadowlands. Their attempts will be aided by new "Dark Scroll" cards, containing dark magic, usable by the older clans, capable of fighting the dark magic of the Shadowlands.

Alderac also plans to launch The Imperial Assembly. Players will be encouraged to join, and send game results to, the Assembly. These results will partially influence what happens to the characters in *Legend*, such as who lives, dies, grows stronger, or changes allegiance.

Finally, Alderac Entertainment will hold card design contests, the winners of which will see their cards in 1996's third expansion.



sion, *Anvil of Despair*. Alderac itself doesn't know precisely what *Anvil* will contain, but spokesman John Zinser pledges that it will drastically change the game.

## Atlas Games

Atlas has a new non-collectible card game in the works. Paul Nurnberger, customer service and Internet representative for Atlas, describes it as "kids on the playground going after each other." The tentative title is *Sticks and Stones*; no release date has been set.

## Caliber Game Systems

In 1996, Caliber Game Systems is looking to the creations of its sister company, Caliber Comics, for inspiration. There's no firm release date yet, but be on the lookout for *Daemonstorm*, a fantasy horror game that includes elements of Caliber Comics' *OZ* series as well as *Raven Chronicles*, *Deadworld*, *The Realm*, and *Negative Burn*.

*Daemonstorm* should be the perfect game for anyone with a god complex; in it, players assume the roles of deities scrambling like mad to "accrue followers and amass power in order to traverse across multiple worlds and escape utter oblivion," says Joe Martin, Caliber associate director.

Caliber will give you the opportunity to play multiple universes with the as-yet-unscheduled release of a "multiversal" role-playing game tentatively titled *Primordial*. "It will debut with a large guidebook, and world books will follow as supplements," says Martin. "Rumor has it that the first world book to ship will be the official *Spawn* roleplaying game."

■ *Daemonstorm*, the perfect game for anyone with a God complex

## Cardz

Art Young, Cardz vice president of marketing, is excited about the new *One-on-one Hockey Challenge*. Licensed by both the National Hockey League and the National Hockey League Players Association, the game will use images of actual NHL players and includes a random element (because "anything can happen in a hockey game") in the form of dice with NHL icons.



As for the *Hyborian Gates* CCG, Cardz will hold up to 50 demonstrations and tournaments nationwide every week. Players can look forward to a new expansion set, *GateLord*, in March, which will introduce new strategies and new powers to the game, encouraging new combinations of cards that "we hope will make strategy even more elaborate."

Cardz is joining forces with BradyGAMES, a division of Macmillan Computer Publishing, for a *Mortal Kombat* card game (see News & Notes for details). An expansion set based on *Mortal Kombat 3* is being considered.

NHL. *Mortal Kombat*. They do seem to go together, don't they?

## Daedalus Games

In the spring, Daedalus plans to release the *Flashpoint* expansion for their popular *Shadowfist* game. This 140-card expansion will concentrate on two clans, the Dragons and the Architects of the Flesh. In addition, cards will feature characters from different time periods and locations. In early '96, check out *Combat in Kowloon*, a *Shadowfist* introductory set consisting of two tuned 60-card decks. New cards will be printed just for this set,

although they may eventually be released as part of the main set.

Two more expansions are planned for the summer and fall, one with a historical motif, the latter more contemporary. John Tynes, Daedalus media liaison, wasn't inclined to give more details, although he notes that the real-world return of Hong Kong to Chinese dominion in late 1996 "might" have some impact on the expansion.

Daedalus will also publish *Feng Shui* RPG sourcebooks based on *Shadowfist* factions and expansion sets, starting in the spring. These won't contain any card-playing tips, but'll be packed with fun background information.

Daedalus has also licensed *Shadowfist* mouse pads, tentatively due next spring.

## Comic Images

The first expansion set for *Star Quest* will be launched in March. The 100 *Origins* cards will feature all-new work by science fiction art greats Michael Whelan and Frank Frazetta. The set will provide players with a lot of answers about where the Regencies come from, Comic Images co-owner, president, CEO, and king Hank Rose says, "almost like a historical novel on the back of the game cards."



A second expansion set, *Heroes and Villains*, is planned for the summer. A third set, *Valkyre*, might appear by the end of 1996. It will introduce a new race of superwomen.

## Companion Games

Companion Games will bring out *Piracy*, a *Galactic Empires* expansion, in February. Adding two and possibly three new races and "some interesting rules," according to a spokesman, *Piracy* is the next step in the game's "constant transmogrification."

*Galactic Empires* will be transmogrified even further this spring with the release of *The Comedy Club on the Far Side of the Galaxy*, made up of some of the funny cards designers have had ideas for over the past year or so. The Wannabe Game Designer card has artwork but no rules, just a space where players can write their own.



Two expansions for the *Star Fleet Battles* board game are also planned for late spring. A collectible card game called *Pentacle* will also appear in early '96. In this remake of Morningstar's 1990 game, players are wizards whose purpose is not to kill the other wizards but to drive them insane.

## Fleer

Fleer will unleash a DC Comics version of *OverPower* expansion in March. This still-untitled expansion will feature 15 heroes from each of the Batman and Superman universes. Characters in this expansion will have a new attribute, Intellect. Fleer may eventually reprint Marvel heroes with the new attributes. Collectors should be happy to hear that the cards will feature all-new artwork.

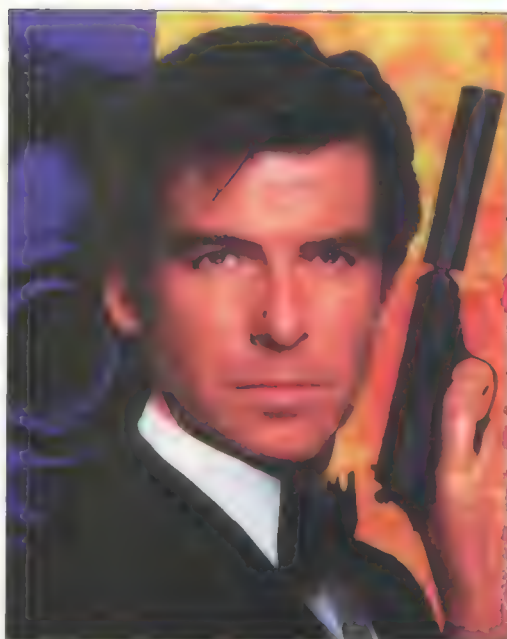
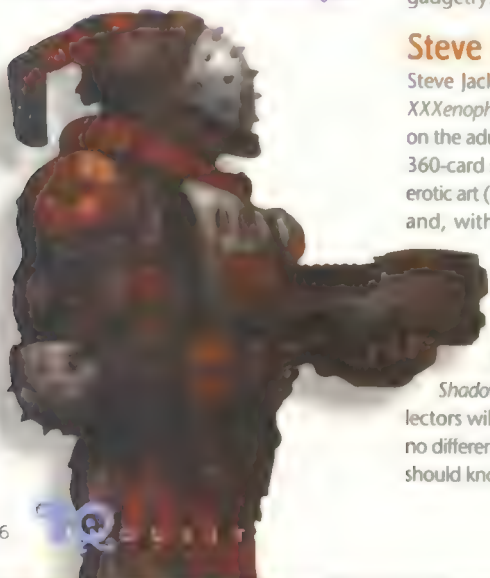
Pending lawyers' approval, Fleer will introduce numerous new licensed sports and non-sports games made possible by its recent purchase of SkyBox.

## FPG

In late March, FPG's *Guardians* game will be supplemented by the tentatively titled *Drifter's Nexus* expansion. This look-into-the-multiverse expansion will have a strong chaos theme to it, as many cards will involve rolling dice to determine their effects. Not even tentatively titled yet, the following expansion will have strong Egyptian and Aztec motifs.

FPG will also print three "interactive" card games in April, all featuring the work of artist Brom. These futuristic but not cyberpunk card games are set in a world with a Dark Ages mentality—a character's as likely to wield a gun as a pointy stick, which is more effective when bullets become scarce. Although each game will have different rules, they will mesh in critical parts, such as turn order and combat.

■ A Plasma-Gun-Wielding Knight in King Arthur's Court®  
FPG sports a new past-meets-future interactive game



■ *Goldeneye*, the latest movie to star Mr. Bond, has a new CCG following

this is a great game—with or without the artwork, it's lots of fun to play.

In response to concerns about releasing a sexually explicit card game that could end up in the hands of minors, Jackson replies that the artwork is more along the lines of *Playboy* than *Hustler*. His advice to fundamentalist types who are certain to complain: "They can just chew on their lower lips and fume." SJG plans a Valentine's Day release to give lovebirds something new and fun to do.

## Heartbreaker Hobbies & Games

Heartbreaker plans to release *Mortificator*, a 120-card expansion for its *Doomtrooper* game, in January. The *Mortificators* are like ninjas; new card types will feature poison, which can kill, rather than merely wound, characters in the game.

A *Doomtrooper* video game and CD-ROM are provisionally scheduled for late 1995.

Heartbreaker will also distribute a second *Crow* card game. As yet untitled, it will be based on *The Crow: City of Angels*, the upcoming sequel to the cult *Crow* movie starring the late Brandon Lee. The cards in this game, to be released with the film in August 1996, will contain screen shots from both movies.

Look for *Q*, an expansion for the *James Bond 007: Goldeneye* card game, late in 1996. It'll be chock full of James Bond gadgetry.

## Steve Jackson Games

Steve Jackson Games plans the release of *XXXenophile*, a collectible card game based on the adult comic book by Phil Foglio. This 360-card set will feature a good amount of erotic art (heck, any amount is good, right?), and, with Phil Foglio involved, you can expect humor as well. Other

*Magic* illustrators have also contributed to this game, including Jesper Myrfors (*InQuest*'s interview with the *Magic* and *Shadowfist* artist starts on page 60). Collectors will be pleased to learn that there's no difference in card frequency, and gamers should know that Steve Jackson himself says

## Mayfair Games

Mayfair Games plans to release its *Fantasy Adventures* collectible card game in February 1996. Players take turns running a party of adventurers or chucking monsters at adventurers in a dungeon crawl, with victory determined by who snatches the most gold after a fixed number of turns. This 450-card set features four levels of rarities, so collectors might rip open a plethora of



■ Robert Jordan's *Wheel of Time* series will be an upcoming expansion set for Mayfair's *Fantasy Adventures*

packs before completing a set. Future expansions will feature characters and monsters based on the *Wheel of Time*, *Thunderscape*, and *Might & Magic* novels.

In April, Washington, D.C., *SimCity* expansion packs will go on sale. Later expansions will feature other Northeastern cities like New York and Toronto.

## New Millennium Entertainment

New Millennium Entertainment is the home of the *Battlelords* collectible card game, but its first new product in 1996 won't be a card game. It'll be *Conspiracy X*, and if that *X* makes you think of a certain Friday-night television program, you're on the right track.

It seems aliens are among us, and we're just starting to catch on. Throw in secret files, government conspiracies, alien plots, and psychic powers and, New Millennium spokesman Alex Jurkat says, "You'll never look at the world the same way again!"



■ Does *Conspiracy X* remind you of another X-favorite?

The initial expansion set for *Battlelords*, scheduled for winter, is called *Genesis*. It adds new races, expanded matrix capabilities, rule-bending Operations and Battle cards, new chase cards... and heralds the coming of the Arachnids, mortal enemies of the Alliance who have tried to conquer civilized space before.

This time, it looks like they're here to stay, because in the spring, the second *Battlelords* expansion arrives. This set, with the working title *Arachnids*, will also include the Krakeds, a race desperate to maintain its neutrality—and willing to fight to keep it.

In the summer, New Millennium will unveil a stand-alone game called *Armadas*. "Performing missions on Hotspots is no longer acceptable," Jurkat explains. "Now the Hotspots must be secured by force."

Best of all, *Armadas* will be fully compatible with the skirmish-level *Battlelords* game, which means players will be able to combine cards from both games and create a one-of-a-kind "epic."

## Precedence

Precedence is best known for its sports-based collectible card game, *Upper Deck*

*Gridiron Fantasy Football*—but that, says Paul Brown, Precedence's marketing director, is just "the opening salvo."

Precedence feels that in three or four years, sports-based games will be as popular a category of CCGs as fantasy-based ones, and "we want to be the leader of that category."

Not only can players expect an expansion set for *Gridiron* in early 1996, they can also look forward to the announcement of a new game based on "a major team sport" some time during the first quarter. Contractual considerations prevented Brown from giving more details.

A series of books on the prides or tribes of the *Immortal* RPG will ship every month or so in 1996. (*Dracul* kicks off the series in December 1995.) Each book will offer history and rules for the prides or tribes in the game.

## Thunder Castle Games

Over at Thunder Castle Games, the big news is *Highlander*. A second edition of cards from the TV series will appear in spring 1996. Its 200 TV cards and 100 reprints will feature eight new immortals, "including one famous rock star and a couple of well-known actresses." In the summer, *The Gathering* will introduce 300 all-new cards featuring pictures from all three movies. In the fall, look for an unlimited movie edition.

In the second quarter of '96, Thunder Castle President Mike Sager says, Thunder Castle will release *Highlander: The Live Action Role Playing Game*, "a live-action version

■ The Greek Edition for *Towers in Time* debuts next year.



that uses the cards as the combat system."

In the second quarter of 1996, look for *World Wrestling Federation: The Card Game*. In the WWF game, players will play characters with powers. The game will be sold not only in game stores but at WWF venues as well.

Finally, fans of *Towers in Time* can look forward to three new editions in 1996: Greek in January, Amazon in May, and Norse in midyear.

Sager promises many other games and products in 1996, but when pressed for details, he offers only this hint: "We're going to be venturing to worlds people are very familiar with—including some comics worlds."

## U.S. Games Systems

U.S. Games' contribution to the card game craze, *Wyvern*, will be supplemented by the *Chameleon* expansion, its second, in January. The catchphrase "Nothing is as it seems" best describes this set, which will introduce many new types of cards. The most important ones are the Chameleon dragons that turn into terrain (or is it Chameleon terrain that turn into dragons?). Other cards will revolve around gaining more gold, of which Chameleons are particularly fond. Included with the eight-card booster packs will be inserts that clarify how the new cards work and introduce rules for variant games like *Dragonslayer vs. Dragon*.

Also intended for January release is the Kingdom (read "Revised") Edition of *Wyvern* cards; this will be a continuing run of many previously released cards, some of which will have clarified rules text. This approximately 277-card edition will include cards from expansions.

U.S. Games is also whispering about new licensed collectible card games involving fantasy and mystery.

## WildStorm Productions

*WildStorms'* first expansion, *Conflict*, is rescheduled for February. This 150-card expansion set will add "lots of new characters and new battle sites," according to Jeff Mariotte, marketing director for *WildStorms*.

*Conflict* includes one unique subset: "some of the women who go to conventions dressed as WildStorm characters," says Mariotte, including Voodoo, Velocity, and Avengelyne.



# Deep Freeze

***A Magic game of  
good vs. evil  
fought by Ice Age  
antagonists.***

**By Wil Chase**



Life has not been easy for the past hundred or so years. As if watching glorious empires fall at the hands, claws, and maws of degenerate creatures weren't bad enough, now the average citizen of Dominaria must deal with numbing cold and hordes of slaving undead, driven onward by the mad necromancer Lim-Dûl. Ah, the joys of living in the world of *Magic*.

But here's your chance to defeat, once and for all, the greatest source of evil Dominaria has ever known. Or, if you so desire, to be that evil, to lay waste to civilization, and to encase the world in ice. Sounds like fun, doesn't it?

**Setup:** One player will represent the city of Kjeld, fighting at all costs to save its way of life and defeat the necromancer Lim-Dûl. The other player, Lim-Dûl himself, is trying to seal the world in a frozen blanket of death. Kjeld has the advantages of better-trained personnel and a better starting position, but has problems bringing out new warriors. Lim-Dûl starts off with a weaker initial position, but his army grows rapidly.

White starts with four stacks of six creatures already in play. Black starts with six stacks of two creatures. They should be set up like the diagram on page 80.

The stacks are built before the game begins using Fourth Edition, Revised, and *Ice Age* creatures. The white player may use white and green creatures; the black player may use black and red creatures. Since blue is the color of trickery, its cards are available to both players. However, no stack may start the game with more than one nonwhite or nonblack creature, and that creature's power and toughness can't add up to more than five.

Before and during the game, stacks are subject to the following restrictions: No stack

may contain more than six creatures. The total power and toughness of a white stack may not exceed 12 power and 20 toughness. Black stacks are restricted to 15 power and 15 toughness. Only the top creature on every stack is considered "in play." Creatures underneath may not be affected by any spell until the creature above it moves or leaves play.

Like stacks, decks may be built from Fourth Edition, Revised, or *Ice Age* cards. A deck may only contain three of each card, except for creatures and basic lands. There may only be two of each creature; there's no limit on basic lands. Oh, and creature-counter-producing cards like Caribou Range are banned from this game variant.

You'll probably want to impose other restrictions to preserve some semblance of balance. Each deck may only have one creature of any kind with protection from white or black. The Northern Paladin is similarly restricted. Black wouldn't stand a chance with two of them in play! Restricted creatures are limited to one per deck, and may not be placed in a starting creature stack. Color hosers like Karma, Anarchy, or Stench of Evil should be banned. They reduce the game to a quick-draw contest: the first player to draw a color hoser will probably be the winner.

Use some common sense about which cards should be restricted or banned. Don't ban a card just because it's powerful; do ban it if it's a color hoser or

will automatically shift the game in one player's favor.

The white player may use green or blue in his deck, and black may add red or blue, but these ally colors may not make up more than a quarter of the deck, including lands. If you have a multicolor card, it counts against the 25-percent limit. After all, the story of *Ice Age* is essentially a story of the war between good and evil, black and white.

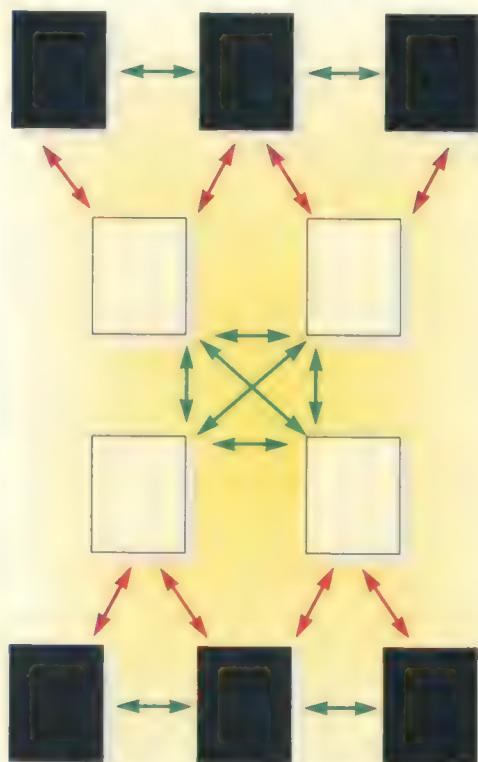
When both players have their decks and creature stacks ready, randomly decides who goes first and begin the game with the normal 20 life and seven cards per player.

**Play:** Creatures cast by a player during the game may be placed anywhere in any of that player's stacks, except the top position. The only time a creature is placed directly in play is if there are no other creatures in a stack. Black may cast any creature without penalty. The white player, however, must pay double the casting cost for any summoning spell. For example, a Savannah Lions now costs two white mana, instead of one, to cast.

The top creature in a stack may move, but only to the top of an



# GAME DIAGRAM



Red arrows indicate legal attacks for non-flyers.  
Green arrows indicate legal movements for creatures.

adjacent stack, and taps when it does so. As the movement arrows in the diagram show, white cards may shift to any other white stack, but black cards may only move to a black stack next to it. Black cards can't move from one line to another. If a mobile creature covers a card in its new stack, the covered card is frozen: it keeps any creature enchantments and counters that are on it, but does not lose or gain counters or bonuses of any kind until it re-enters play.

At the end of your turn, after all creatures have healed, check each stack. If a stack is found to exceed its maximum power or toughness as given in the Setup section above, bury it immediately. If you cast Holy Armor and then go over 20 toughness by pumping up the enchantment with white mana, it doesn't matter: that's a fast effect, and it disappears at the end of the turn. But if Holy Armor's permanent extra +1 power or +2 toughness push the stack over a limit—see ya!

**Combat:** Creatures attack target stacks rather than a player. A stack may be legally attacked if it's within the range shown by

the attack arrows in the diagram. After all attackers and their targets are announced, all attacks on stacks are carried out simultaneously.

When a creature leaves play, the creature underneath it, if any, enters play immediately, without suffering from summoning sickness. That means it can tap to attack or use an ability as normal, so you'd better hope there's not a Craw Wurm lurking beneath those Savannah Lions you just Teroored!

Flying creatures may attack any stack, not just those within normal range. A flying attacker may target a nonflying defender; it deals damage to the non-flyer and receives damage from it.

Creatures with banding may now "share" damage with the top creature of any adjacent stack. This is a good way to keep a Prodigal Sorcerer alive.

If the top creature in a stack is tapped, whether from attacking or just being moved, it will still block attackers and deal and receive damage as normal. A creature can only attack a player directly when one of that player's creature stacks is empty. The defending player thus has no one to block his flank and must take the damage. Other creatures may be summoned to fill the gap later.

Damage to players may only be dealt by creatures. All damage done to players by sorceries, instants, and enchantments is reduced to zero. For example, a six-point

Pestilence would deal six damage to everything on the board but leave both players untouched. However, spells and effects that require the sacrifice of life by the caster are played as normal; remember, sacrifice is a cost and not an effect.

**Strategy:** If you're playing white, the most effective strategy is to punch a hole through black's defenses and then pour it on quickly. Time is *not* on your side! The more quickly you can eliminate a stack, the larger the hunk you can take off black's life total. Don't overlook your "protected" creature. Whirling Dervish can be very effective if brought out early enough. White has a distinct advantage because of its expansive healing capability.

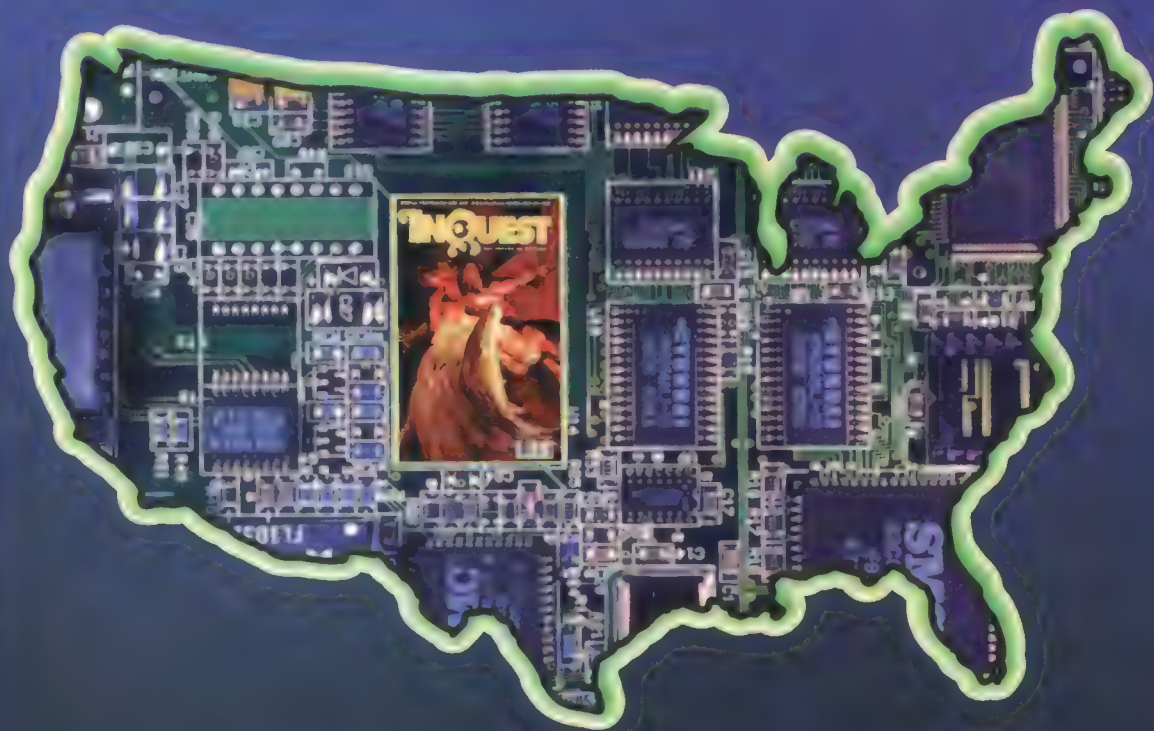
If black can survive five or so turns, the game turns ugly for white. Black begins to build a numeric advantage. The strength of black's creatures is their size. A Lord of the Pit can really mess up white's day, although he does tend to eat up a lot of valuable stack space, not to mention the constant drain of creatures that may weaken other stacks.

**Ending the Game:** The game ends, as always, when one player is reduced to zero life. If white wins, rejoice—the *Ice Age* is over! The world will slowly recover from its long winter. If black wins, the world is truly doomed. All living things will be consigned to an icy grave, and Lim-Dûl will dance about, happy as a school girl.

*Wil Chase, king of game variants, is currently trying to thaw his privates. (It's a long story.)*



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# Year's End

By Douglas Goldstein

The end of 1995 has proven to be a very interesting time for us CCG fans and collectors. *Magic* has been the prominent game for a long time now, and is certainly responsible for creating the entire CCG craze. Dozens of new games have been released, and heck, there's probably a few more new ones on the stands right next to where you bought this magazine. What effect has this tidal wave of choices had on the players and retailers? Well, we'll answer that soon—first we look at *Homelands*!

## HOMELANDS

*Homelands* hit the stands in mid-October and enough packs were released to keep people happy. Pack prices didn't go above the suggested price of \$1.75, which is a pleasant oddity among the recent *Magic* releases. We all remember when *Ice Age* came out—packs were \$5 each! *Chronicles* still seems to be getting special attention from the consumer when it's put on the shelf. We still like the idea of getting the older, exotic cards cheap.

The possible downside of lots of *Homelands* cards is that it doesn't seem that the demand is that high. Store owners are used to getting a small amount of cards and selling out fast, because the demand is greater than, let's say, the two *Ice Age* boxes out of the ten they ordered way back when. Now that they ordered ten *Homelands* boxes and they got all of them in, but only sell out five or six, it seems like demand is down. Add the fact that demand of *Homelands* is weak, and you've got a *Magic* set that's not moving as fast as others have.

But what's this? A *Magic* set that's not moving as fast as the others? Isn't this the set with Baron Sengir in it, the big mother of all Vampires who fetches around \$9? Or the kick-ass Serra Aviary that gives all flying creatures +1/+1? That's a \$6 card! And what about Aliban's Tower, that gives a target blocking creature +3/+1? Well, wait a sec, that's not that special. Come to think of it, there's maybe a dozen very exciting and revolutionary cards in this set, cards like Primal Order and Autumn Willow, but most of the other cards like the aforementioned Aliban's Tower don't

add anything to the game. Also, cards like the Giant Albatross—complex, yet not that interesting (not to mention, the ability has nothing to do with being a Giant Albatross)—abound in this set, and you'd only play with it for variety's sake.

## MAGIC SINGLES

Another problem facing *Magic* nowadays is a desire some players have to unload their expensive cards. Says Shawn Autry of Comics, Inc., in Fayetteville, NC, "The new Chaos Orb tournament restriction caused a sell-off of the card." Apparently, people aren't happy that a card like that—fun with a handsome price tag—is now unusable to them. Many are scared about their other, more expensive cards like the Moxes and what could happen to them.

The singles market overall has dipped a little. With four different kinds of *Magic* packs to choose from on the stands right now, people seem more willing to spend their money and shoot for a cool card in a pack rather than specifically buy an expensive card (especially with *Chronicles*, where you can easily get a old powerhouse that was out of reach just weeks ago).

## BEYOND MAGIC

There were many games released that showcased outside properties. Fans of the *Highlander* TV show, are likely to try out the *Highlander* CCG. Even if they don't prefer to play, they still have nice-looking photos of the show which, for them, serves as simple trading cards.

Another example of this is the two prominent games about comic book characters, *OverPower* (Fleer's card game about Marvel characters) and *WildStorms* (featuring the characters from Homage Studios, a popular division of Image Comics). Many comic book fans are also trading card collectors. A *Gen<sup>13</sup>* fan will buy cards with the *Gen<sup>13</sup>* characters on them, and will actually seek out the cards in the *WildStorms* game that feature them. Will they play the game? Who knows? But even if they don't like it, they'll still seek out those specific cards for their collection.

This way of bringing people into the gaming world could be effective. "At first, cus-



It's a bird, it's a... hey, wait a minute, it's a freakin' giant bird. Aw nuts, there goes the Superman intro.



"Ooohh... I think I knocked back one too many wines... The whole world's spinning."

tomers didn't realize it was a game," noticed Michael Morfeld of All About Books & Comics in Phoenix, Ariz., about the *OverPower* game. Fler's name is recognized as the producer of trading card sets featuring Marvel Comics' characters, and people will buy *OverPower* almost by rote because they enjoy trading cards. When they realize they've purchased something they can play as a game, you've got a potential new gamer. Unfortunately for *OverPower*, while it's captured many of the comics fans, it hasn't sustained a strong following with the core gamers, which has resulted in a showing that's disappointing considering the effort Fler put into the game.

But just because a game hasn't exploded into another *Magic* doesn't mean it's not worthwhile. There is only one *Magic* (retailers were hoping another *Magic* would pop up in this season of releases, but none so far). Many times, if word gets out that a game is good, it will generate quick and fast sales where people try it out. If it doesn't match their taste, they move on. If it is a good game; however, it will generate a strong cult following. *Rage* seems to be going this route, with a lot of success



Spider-Man pummels a villain in *OverPower*. Al Gore hugs a tree in *Illuminati*.



at first and less excitement with *Umbra*.

You, the reader, should explore all the games that are out there. Games like *Illuminati* have a small but solid cult following. (Personally, I had a blast when I played *Illuminati*. Where else can I have Al Gore try to destroy France?) *Jyhad* was popular once, and whenever Wizards of the Coast gets around to releasing *Vampire* (its update/revision of the game), it could be big again.

## A SPORTING CHANCE

In the same vein as the comic book games, Donruss has released two sports games with quality photographs that are sure to get a lot of interest outside of the gaming community.

*Red Zone* is a football game that will attract the football fans on a regional basis because it does something no other cards did as trading card sets. Since you need players in all positions to put together a complete football team, they had to make cards of players who may not be prominent enough to make it into actual football card sets (there's 32 teams, 52 people on each roster, which is...um...more cards than a normal trading card set features, so many players get left out). For fans of specific teams, this is amazing. In San Diego, nobody's seen a card featuring offensive tackle Harry Swayne before, so Charger fans will eat it up. Swayne

# UNTAPPED POTENTIAL

Card: **Marjhan**  
Set: **Homelands**  
Current Value: **\$4 - \$6**  
Rarity: **Rare**

An 8/8 creature? Well, that's nice. In fact, there was a time when being one of the biggest creatures in *Magic* would drive up the price of a creature to around the \$10 range. Leviathan, Colossus of Sardia, and Polar Kraken have all played in that league. The Marjhan should be due for membership in this club soon, especially when you consider its added bonus.

Two blue mana pings an incoming attacking non-flyer. What else does that? Certainly nothing that comes along with an 8/8 attached to it. When you consider that spending two blue and sacrificing a creature to untap it is arguably one of the less problematic side-effects among the big creatures, and that you don't even need it untapped in the first place to play the pinging game, more people should put Marjhan in their decks.



could be a \$2 card there. Everywhere else it's bird-cage liner, but that's what regional cards are all about. Tom Beer, who's he? Few will care outside of Detroit, but the Lions fans will seek this single out. This is a strange opposite to what we're used to in the CCG world, since these cards, that aren't necessarily the best cards to play with, will be sought after.

*Top of the Order*, Donruss' baseball game, has a special feature that will generate quick interest. Donruss has really moved fast. Trading ended at the beginning of September, and here we are with baseball cards featuring photos of the players on the correct teams *almost immediately*. That beats out any other baseball card set. Bobby Bonilla was traded to the Orioles, and here he is in proper uniform and everything. People like Bret Saberhagen were traded on the deadline, and here he is on the Colorado Rockies. This should attract attention until other baseball trading card sets come out.

## YEAR ENDS

The game makers have a few more opportunities to give us games that can catch on like *Magic* (or close to it). *Middle-earth: The Wizards* may be out by the time you read this, which is sure to be a hot seller. Not only does it feature Tolkien's world, the best fantasy setting ever put to paper, but it's a well thought-out game. *Star Wars* is also going to be a huge release—that is, if it's ever released. Not only is there a strong *Star Wars* following outside of the gaming community, but what gamer doesn't love it also? It'll be the next *Star Trek*, and may have more staying power since this game is more action-oriented. Either way, retailers and players alike are looking forward to these games.

Dozens of chipmunks were staring through the window at Doug Goldstein while he wrote this column. That shouldn't stop retailers who want to tell him and InQuest about market conditions from emailing him at [douggold@inquest.com](mailto:douggold@inquest.com).



# TRADING CARD REQUEST

## price guide

### ALPHA LIMITED

WIZARDS OF THE COAST 1993

Cards have black borders. Alpha cards have a rounded corner when compared to Beta cards.

Full Set (295 cards) ..... \$2,800.00 ..... 3,400.00  
 Starter Deck (60 cards) ..... 200.00 ..... 250.00  
 Starter Box (10 decks) ..... 1,900.00 ..... 2,500.00  
 Booster Pack (15 cards) ..... 90.00 ..... 110.00  
 Booster Box (36 packs) ..... 3,200.00 ..... 3,700.00

■ Air Elemental	2.50	4.00
■ Ancestral Recall	75.00	125.00
■ Animate Artifact	1.50	2.50
■ Animate Dead	1.50	2.50
■ Animate Wall	5.00	8.00
■ Ankh of Mishra	8.00	10.00
■ Armageddon	8.00	12.00
■ Aspect of Wall	8.00	12.00
■ Bad Moon	8.00	12.00
■ Badlands	20.00	30.00
■ Balance	7.00	10.00
■ Basilisk Monolith	3.25	4.00
■ Bayou	20.00	30.00
■ Benalish Hero	75.00	1.50
■ Berserk	35.00	55.00
■ Birds of Paradise	12.00	15.00
■ Black Knight	3.50	5.00
■ Black Lotus	250.00	350.00
■ Black Vise	3.25	4.00
■ Black Ward	1.50	2.50
■ Blaze of Glory	50.00	70.00
■ Blessing	8.00	10.00
■ Blue Elemental Blast	75.00	1.50
■ Blue Ward	1.50	2.50
■ Bog Wraith	2.50	3.50
■ Brangorser	18.00	25.00
■ Burrowing	1.50	2.50
■ Camouflage	15.00	20.00
■ Castle	3.50	5.00
■ Celestial Prism	1.50	2.50
■ Channel	1.50	2.50
■ Chaos Orb	100.00	125.00
■ Chaoskiss	4.00	6.00
■ Circle of Protection: Blue	75.00	1.50
■ Circle of Protection: Green	75.00	1.50
■ Circle of Protection: Red	75.00	1.50
■ Circle of Protection: White	75.00	1.50
■ Chokechoker Beast	7.00	10.00
■ Clone	12.00	18.00
■ Cockatrice	12.00	18.00
■ Consecrate Land	18.00	25.00
■ Consecrator	1.50	2.50
■ Contract from Below	7.00	10.00
■ Control Magic	4.00	6.00
■ Conversion	3.50	5.00
■ Copper Tablet	12.00	18.00
■ Copy Artifact	12.00	18.00
■ Counterspell	3.50	5.00
■ Crow Worm	75.00	1.50
■ Creature Bland	75.00	1.50
■ Crusade	8.00	12.00
■ Crystal Rod	1.50	2.50
■ Cursed Land	1.50	2.50
■ Cyclops Tomb	90.00	125.00
■ Dark Ritual	75.00	1.50
■ Darkport	6.00	10.00
■ Death Ward	75.00	1.50
■ Deathgrip	1.50	2.50
■ Deathlace	4.00	6.00
■ Demonic Attorney	8.00	12.00
■ Demonic Hordes	20.00	30.00
■ Demonic Tutor	10.00	15.00
■ Dings Egg	8.00	15.00
■ Disenchant	75.00	1.50
■ Disintegrate	75.00	1.50
■ Disrupting Scapier	6.00	10.00
■ Dragon Whelp	4.00	6.00
■ Drain Life	75.00	1.50
■ Drain Power	8.00	12.00
■ Dredge Skeletons	75.00	1.50
■ Dwarven Demolition Team	15.00	20.00
■ Dwarven Warriors	75.00	1.50
■ Earth Elemental	3.50	5.00
■ Earthbind	2.25	3.00

■ Earthquake	8.00	12.00
■ Elvish Archers	6.00	10.00
■ Evil Presence	1.50	2.50
■ False Orders	7.00	10.00
■ Farmstead	10.00	15.00
■ Fastbond	12.00	15.00
■ Fear	75.00	1.50
■ Feedback	1.50	2.50
■ Fire Elemental	2.50	3.50
■ Fireball	75.00	1.50
■ Firebreathing	75.00	1.50
■ Flashfires	1.50	2.50
■ Flight	75.00	1.50
■ Fog	75.00	1.50
■ Force of Nature	18.00	25.00
■ Foreboding	125.00	150.00
■ Forest	35.00	75.00



**TOP TEN HOTTEST CARDS**  
**10) Primal Order**  
 Couldn't grab a set of the duels before they were discontinued? Here's your chance to get even with those who did. Dishing out a point of damage for every non-basic land in play. Primal Order is a Blood Moon with attitude!

■ Fork	35.00	45.00
■ Frozen Shade	75.00	1.50
■ Fungusaur	8.00	12.00
■ Gaea's Bege	15.00	20.00
■ Ghoultier of Night	100.00	150.00
■ Giant Growth	75.00	1.50
■ Giant Spider	75.00	1.50
■ Glasses of Urza	1.50	2.50
■ Gloom	1.50	2.50
■ Goblin Balloon Brigade	1.50	2.50
■ Goblin King	15.00	20.00
■ Granite Gargoyle	18.00	25.00
■ Gray Ogre	75.00	1.50
■ Green Ward	1.50	2.50
■ Guardian Angel	2.25	3.00
■ Grizzly Bears	75.00	1.50
■ Healing Salve	75.00	1.50
■ Helm of Chaitzruk	6.00	10.00
■ Hill Giant	75.00	1.50
■ Hive, Th	8.00	12.00
■ Holy Armor	75.00	1.50
■ Holy Strength	75.00	1.50
■ Howl from Beyond	75.00	1.50
■ Howling Mine	10.00	15.00
■ Hurkano Minotaur	75.00	1.50
■ Hurricane	1.50	2.50
■ Hypnotic Specter	4.00	6.00
■ Ice Storm	18.00	25.00
■ Icy Manipulator	35.00	70.00
■ Illusionary Mask	60.00	80.00
■ Instill Energy	1.50	2.50
■ Invisiblity	8.00	15.00
■ Iron Star	1.50	2.50
■ Ironclad Orcs	1.50	2.50
■ Ironroot Treefolk	75.00	1.50
■ Island (Dark Blue Sky)	60.00	1.00
■ Island	35.00	75.00

■ Island Sanctuary	7.00	10.00
■ Ivory Cup	1.50	2.50
■ Jade Monolith	3.50	5.00
■ Jade Statue	18.00	25.00
■ Jayemdae Tome	6.00	10.00
■ Juggernaut	10.00	15.00
■ Jump	75.00	1.50
■ Karma	1.50	2.50
■ Keldon Warlord	4.00	6.00
■ Komus Ball	5.00	8.00
■ Kudzu	10.00	15.00
■ Lanza	3.25	4.00
■ Life Druid	1.50	2.50
■ Library of Leng	1.50	2.50
■ Lich	70.00	90.00
■ Lifeforce	1.50	2.50
■ Lifelace	4.00	6.00
■ Lifetop	1.50	2.50
■ Lightning Bolt	75.00	1.50
■ Living Artifact	7.00	10.00
■ Living Lands	6.00	10.00
■ Living Wall	3.25	4.00
■ Llanowar Elves	75.00	1.50
■ Lord of Atlantis	12.00	18.00
■ Lord of the Pit	15.00	20.00
■ Luna	1.50	2.50
■ Magical Hack	10.00	15.00
■ Mahamoh Djinn	12.00	15.00
■ Mana Flare	8.00	12.00
■ Mana Short	6.00	10.00
■ Mana Vault	6.00	10.00
■ Manabarb	6.00	10.00
■ Meekstone	7.00	10.00
■ Mesa Pegasus	75.00	1.50
■ Merfolk of the Pearl Trident	75.00	1.50
■ Mind Twist	10.00	15.00
■ Moon's Goblin Raiders	75.00	1.50
■ Mountain	35.00	75.00
■ Max Emerald	150.00	225.00
■ Max Jet	150.00	225.00
■ Max Pearl	150.00	225.00
■ Max Ruby	150.00	225.00
■ Max Sapphire	150.00	225.00
■ Natural Selection	40.00	60.00
■ Nether Shadow	7.00	10.00
■ Netting Trap	7.00	10.00
■ Nevynm's Disk	8.00	12.00
■ Nightmare	20.00	30.00
■ Northern Paladin	15.00	20.00
■ Obscure Golem	1.50	2.50
■ Orca's Antillery	2.50	3.50
■ Orca's Onslaught	10.00	20.00
■ Paralyze	75.00	1.50
■ Pearled Unicorn	75.00	1.50
■ Personal Incarnation	10.00	15.00
■ Pestilence	75.00	1.50
■ Phantasmal Forces	1.50	2.50
■ Phantasmal Terrain	75.00	1.50
■ Phantom Monster	1.50	2.50
■ Pirate Ship	7.00	12.00
■ Plague Rats	75.00	1.50
■ Plains	35.00	75.00
■ Plateau	20.00	30.00
■ Power Lull	75.00	1.50
■ Power Sink	75.00	1.50
■ Power Surge	7.00	10.00
■ Prodigious Sorcerer	75.00	1.50
■ Psionic Blast	18.00	25.00
■ Psychic Venom	75.00	1.50
■ Punctate	4.00	6.00
■ Raging River	50.00	70.00
■ Raise Dead	75.00	1.50
■ Red Elemental Blast	75.00	1.50
■ Red Ward	1.50	2.50
■ Regeneration	75.00	1.50
■ Regrowth	8.00	12.00
■ Resurrection	3.50	5.00
■ Reverse Damage	10.00	15.00
■ Righteousness	10.00	15.00
■ Rox of Ithor Radges	15.00	20.00
■ Rock Hydra	25.00	35.00
■ Rod of Ruin	1.50	2.50
■ Royal Assassin	25.00	35.00
■ Sacrifice	3.25	4.00
■ Sarnian Healer	75.00	1.50
■ Savannah	20.00	30.00
■ Savannah Lions	7.00	10.00
■ Scathe Zombies	75.00	1.50
■ Scavenging Ghoul	1.50	2.50
■ Scrubland	20.00	30.00
■ Scryb Sprites	75.00	1.50
■ Sea Serpent	75.00	1.50
■ Sedge Troll	15.00	20.00
■ Sengir Vampire	7.00	10.00

■ Serra Angel	10.00	15.00
■ Shandor Dryads	75.00	1.50
■ Shatter	75.00	1.50
■ Shivan Dragon	30.00	40.00
■ Simulacrum	1.50	2.00
■ Sinkhole	10.00	15.00
■ Siren's Call	2.50	3.50
■ Slight of Mind	7.00	10.00
■ Smoke	6.00	10.00
■ Sol Ring	10.00	15.00
■ Soul Net	1.50	2.50
■ Spell Blast	75.00	1.50
■ Stasis	6.00	10.00
■ Steel Artifact	1.50	2.50
■ Stone Giant	1.50	2.50
■ Stone Rain	75.00	1.50
■ Stream of Life	75.00	1.50
■ Sunglasses of Urza	8.00	12.00
■ Swamp	35.00	75.00
■ Swords to Plowshares	2.50	3.50
■ Taiga	20.00	30.00
■ Terror	75.00	1.50
■ Thicket Basilisk	4.00	6.00
■ Thoughtful	4.00	6.00
■ Throne of Bone	1.50	2.50
■ Timber Wolves	6.00	10.00
■ Time Vault	60.00	80.00
■ Time Walk	170.00	225.00
■ Timebender	90.00	120.00
■ Tranquility	75.00	1.50
■ Tropical Island	20.00	30.00
■ Tsunami	1.50	2.50
■ Tundra	20.00	30.00
■ Tunnel	1.50	2.50
■ Twiddle	4.00	6.00
■ Two-Headed Giant of Foies	70.00	80.00
■ Underground Sea	20.00	30.00
■ Unholy Strength	75.00	1.50
■ Ursummon	75.00	1.50
■ Utidion Trail	3.50	5.00
■ Verduran Enchantress	8.00	12.00
■ Vesuvan Doppelganger	35.00	50.00
■ Veteran Bodyguard	18.00	25.00
■ Volcanic Eruption	8.00	12.00
■ Wall of Air	1.50	2.50
■ Wall of Bone	1.50	2.50
■ Wall of Brambles	1.50	2.50
■ Wall of Fire	1.50	2.50
■ Wall of Ice	1.50	2.50
■ Wall of Stone	1.50	2.50
■ Wall of Swords	3.50	5.00
■ Wall of Water	1.50	2.50
■ Wall of Wood	75.00	1.50
■ Wanderlust	1.50	2.50
■ War Mammoth	75.00	1.50
■ Warp Artifact	6.00	10.00
■ Water Elemental	2.50	3.50
■ Weakness	75.00	1.50
■ Web	6.00	10.00
■ Wheel of Fortune	15.00	20.00
■ White Knight	3.50	5.00
■ White Ward	75.00	1.50
■ Wild Growth	75.00	1.50
■ Will-O'-The-Wisp	10.00	15.00
■ Winter Orb	6.00	10.00
■ Wooden Sphere	1.50	2.50
■ Word of Command	65.00	90.00
■ Wrath of God	8.00	12.00
■ Zombie Master	10.00	15.00

### BETA LIMITED

WIZARDS OF THE COAST 1993

Beta cards have rounded corners and are black-bordered.































































































Full Set (302 cards) ..... \$2,100.00 ..... 2,600.00  
 Starter Deck (60 cards) ..... 150.00 ..... 175.00  
 Starter Box (10 decks) ..... 1,400.00 ..... 1,750.00  
 Booster Pack (15 cards) ..... 65.00 ..... 85.00  
 Booster Box (36 packs) ..... 2,300.00 ..... 2,800.00

■ Air Elemental	2.25	3.00
■ Ancestral Recall	60.00	90.00
■ Animate Artifact	1.25	2.00
■ Animate Dead	1.25	2.00
■ Animate Wall	3.50	5.00
■ Ankh of Mishra	5.00	8.00
■ Armageddon	6.00	10.00
■ Aspect of Wall	7.00	10.00
■ Bad Moon	7.00	10.00
■ Badlands	15.00	25.00
■ Balance	5.00	8.00
■ Basilisk Monolith	2.50	3.50
■ Bayou	15.00	25.00
■ Benalish Hero	75.00	1.50



## price guide

Harmak	30.00	47.00
Birds of Paradise	10.00	15.00
Black Knight	3.25	4.00
Black Lotus	200.00	250.00
Black Vise	2.50	3.50
Black Word	1.25	2.00
Blaze of Glory	40.00	60.00
Blessing	7.00	9.00
Blue Elemental Blast	7.50	8.50
Blue Elemental	1.25	2.00
Bog Wraith	1.25	1.50
Brainseizer	15.00	20.00
Brainiac	1.25	2.00
Camouflage	12.00	18.00
Cards	3.25	4.00
Celestial Prism	1.25	2.00
Chaos Orb	95.00	100.00
Chooseloe	3.25	4.00
Circle of Protection Black	7.50	8.50
Circle of Protection Blue	7.50	8.50
Circle of Protection Green	7.50	8.50
Circle of Protection Red	7.50	8.50
Circle of Protection White	7.50	8.50
Clockwork Beast	5.00	8.00
Cockatrice	10.00	15.00
Consecrate Land	8.00	12.00
Conservator	1.25	2.00
Contact from Below	6.00	8.00
Control Magic	3.25	4.00
Control Weather	10.00	15.00
Copy Artifact	10.00	15.00
Cryptic Command	1.50	2.00
Curse of Witches	7.50	8.50
Demonic Bond	7.50	8.50
Demonic Tutor	10.00	15.00
Crystal Rod	1.25	2.00
Cursed Land	1.25	2.00
Cursed Scroll	7.00	8.00
Dark Pulse	7.50	8.50
Dark Word	7.50	8.50
Death Wish	1.25	2.00
Deicide	3.25	4.00
Demonic Attorney	8.00	10.00
Demonic Hunter	18.00	25.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	12.00
Disenchant	7.50	8.50
Disintegrate	7.50	8.50
Disrupting Scepter	5.00	8.00
Dragon Whelp	3.25	4.00
Drain Life	7.50	8.50
Drain Power	6.00	10.00
Drudge Skeletons	7.50	8.50
Dwarven Demolition Team	12.00	18.00
Dwarven Warriors	7.50	8.50
Earth Elemental	3.25	4.00
Earthbind	1.50	2.50
Earthquake	6.00	8.00
Elixir Archers	4.00	6.00
Evil Presence	1.25	2.00
False Orders	5.00	8.00
Farmstead	8.00	12.00
Festbond	10.00	15.00
Fear	7.50	8.50
Feedback	1.25	2.00
Fire Elemental	2.25	3.00
Fireball	7.50	8.50
Firebreathing	7.50	8.50
Flashfires	1.25	2.00
Flight	7.50	8.50
Fog	7.50	8.50
Force of Nature	15.00	20.00
Forefield	90.00	125.00
Forest	20.00	40.00
Fort	30.00	40.00
Frozen Shade	7.50	8.50
Fungusaur	5.00	8.00
Gaea's Legacy	12.00	18.00
Gauntlet of Might	80.00	125.00
Giant Growth	7.50	8.50

	Giant Spider	.75	1.50
	Glasses of Urza	1.25	2.00
	Gloom	1.25	2.00
	Goblin Balloon Brigade	1.25	2.00
	Goblin King	12.00	18.00
	Granite Gargoyle	15.00	20.00
	Gray Ogre	.75	1.50
	Green Wood	1.25	2.00
	Grizzly Bears	.75	1.50
	Guardian Angel	1.50	2.50
	Healing Salve	.75	1.50
	Hemlock Golem	5.00	8.00
	Hill Giant	.75	1.50
	Hive, The	7.00	10.00
	Holy Armor	.75	1.50
	Holy Strength	.75	1.50
	Howl from Beyond	.75	1.50
	Howling Mine	8.00	12.00
	Imagined Monstrous	.75	1.50
	Incense	1.75	2.00
	Infectious Specter	3.25	4.00
	Iron Bones	15.00	27.00
	Iron Golem	25.00	50.00
	Jadefire, Maelstrom	50.00	75.00
	Jungle Fury	1.25	2.00
	Jungleheart	8.00	17.00
	Junk Shop	1.25	2.00
	Landslide Orcs	1.25	2.00
	Lavaheart Firebeast	.75	1.50
	Lizard, Black Blue Sky	.30	.60
	Lizard	.20	.40
	Lizard Sanctuary	6.00	10.00
	Living Clay	.75	1.50
	Lucky Mortar	3.75	4.00
	Lunar Tide	15.00	20.00
	Lycanthropic Theme	8.00	8.00
	Magmaconator	8.00	12.00
	Magma	.75	1.50
	Mimic	1.50	2.50
	Molten Workshop	3.25	4.00
	Mortuary Bell	4.00	6.00
	Kudzu	8.00	12.00
	Lance	2.25	3.00
	Ley Druid	1.25	2.00
	Library of Leng	1.25	2.00
	Lich	50.00	75.00
	Lifelore	1.25	2.00
	Lifelace	3.25	4.00
	Lifelap	1.25	2.00
	Lightning Bolt	.75	1.50
	Living Artifact	6.00	10.00
	Living Lands	4.00	6.00
	Living Wall	2.50	3.50
	Lionheart Elves	.75	1.50
	Lord of Atlantis	10.00	15.00
	Lord of the Pit	12.00	18.00
	Lure	1.25	2.00
	Magical Hack	8.00	12.00
	Mahamoti Djinn	10.00	15.00
	Manaborn	4.00	6.00
	Mana Flare	7.00	10.00
	Mana Short	4.00	6.00
	Mana Vasil	4.00	6.00
	Maststone	5.00	8.00
	Merfolk of the Pearl Trident	.75	1.50
	Mesa Pagurus	.75	1.50
	Mind Tiles	8.00	12.00
	Moss's Goblin Raiders	.75	1.50
	Mountain	20	40
	Maze Emerald	125.00	175.00
	Maze Jet	125.00	175.00
	Maze Pearl	125.00	175.00
	Maze Ruby	125.00	175.00
	Maze Sapphire	125.00	175.00
	National Salvation	35.00	45.00
	Nether Shadow	6.00	10.00
	Nettling Inp	5.00	8.00
	Nevynna's Disk	6.00	10.00
	Nightmare	18.00	25.00
	Northern Paladin	12.00	18.00
	Obsidian Golem	1.25	2.00
	Ordash Artillery	.75	1.50
	Ordash Onifasma	3.25	4.00
	Paralyze	.75	1.50
	Pearled Unicorn	.75	1.50
	Personal Incarceration	8.00	12.00
	Perseilence	.75	1.50
	Phantasmal Forces	1.25	2.00
	Phantasmal Terrain	.75	1.50
	Phantom Monster	1.25	2.00
	Pirate Ship	5.00	8.00
	Plague Rats	.75	1.50
	Plains	20	40
	Platoon	15.00	25.00

Power Leak	.75	1.50
Power Sink	.75	1.50
Power Surge	6.00	10.00
Prodigal Sorcerer	.75	1.50
Psionic Blast	15.00	20.00
Psychic Venom	.75	1.50
Purloine	3.25	4.00
Raging River	45.00	60.00
Raise Dead	.75	1.50
Red Elemental Blast	.75	1.50
Red Ward	1.25	2.00
Regeneration	.75	1.50
Regrowth	6.00	10.00
Resurrection	3.25	4.00



## TOP TEN HOTTEST CARDS

**0) Baron Sengr**  
Is that the Baron popping water balloons off his bowery again? No wonder everyone steers clear of Castle Sengr. Anywho, the Baron not only goes up a permanent +2 +2 whenever he attacks somebody, but he regenerates vomit-ines too. I fun guy.

Reverent Damage	8.00	12.00
Righteousness	8.00	12.00
Rise of Kiter Pridges	12.00	18.00
Rocket Hydra	20.00	30.00
Riot of Ruin	1.25	2.00
River Assassin	20.00	30.00
Sacrifice	2.50	3.50
Sprite Healer	.75	1.50
Savannah	15.00	25.00
Savannah Lions	5.00	8.00
Scathe Zombies	.75	1.50
Scavenging Ghoul	1.25	2.00
Scrubland	15.00	25.00
Scrib Sprites	.75	1.50
Sea Serpent	.75	1.50
Sedge Troll	12.00	15.00
Sengir Vampire	5.00	8.00
Serra Angel	8.00	12.00
Shanodin Dryads	.75	1.50
Shatter	.75	1.50
Shivens Damage	25.00	35.00
Simulacrum	1.25	2.00
Smithole	8.00	12.00
Siren's Call	2.25	3.00
Slight of Mind	5.00	8.00
Smoke	4.00	6.00
Sol Ring	8.00	10.00
Soul Met	1.25	2.00
Spell Blast	.75	1.50
Stasis	5.00	8.00
Steel Artifact	1.25	2.00
Stone Giant	1.25	2.00
Stone Rain	.75	1.50
Stream of Life	.75	1.50
Sunglasses of Urzu	5.00	8.00
Swamp	.20	.40
Swords to Plowshares	2.25	3.00
Taiga	15.00	25.00
Terror	.75	1.50
Thicket Basilisk	3.25	4.00
Thoughtplace	3.25	4.00
Throne of Bone	1.25	2.00
Timber Wolves	5.00	8.00
Time Vault	55.00	65.00
Time Walk	125.00	175.00
Timewrister	80.00	110.00
Transquility	.75	1.50
Tropical Island	15.00	25.00
Tundra	1.25	2.00
Tundra	15.00	25.00
Tunnel	1.25	2.00




































🌀 Tangle	3.50	5.00
👹 Two-Headed Giant of Fomys	50.00	60.00
🌊 Underground Sea	15.00	25.00
👊 Unholy Strength	7.5	1.50
🌀 Unsummon	7.5	1.50
👹 Uttheden Troll	3.25	4.00
🌿 Verduran Enchantress	6.00	10.00
👊 Vexvorn Doppelganger	25.00	35.00
🛡️ Veteran Bodyguard	12.00	20.00
👹 Volcanic Eruption	6.00	10.00
👹 Volcanic Island	20.00	35.00
🌬️ Wall of Air	1.25	2.00
👊 Wall of Bone	1.25	2.00
🌿 Wall of Brambles	1.25	2.00
🔥 Wall of Fire	1.25	2.00
🌿 Wall of Ice	1.25	2.00
🪨 Wall of Stone	1.25	2.00
🗡️ Wall of Swords	3.25	4.00
💧 Wall of Water	1.25	2.00
🌳 Wall of Wood	7.5	1.50
🌀 Wanderlust	1.25	2.00
🐘 War Mammoth	7.5	1.50
👊 Warp Artifact	5.00	8.00
💧 Water Elemental	2.25	3.00
👊 Weakness	7.5	1.50
🌿 Web	5.00	8.00
🎰 Wheel of Fortune	12.00	18.00
🛡️ White Knight	3.25	4.00
🛡️ White Ward	7.5	1.50
🌿 Wild Growth	7.5	1.50
🌀 With-O the Wisp	8.00	12.00
❄️ Winter Orb	7.50	8.00
👹 Wooden Sphere	1.25	2.00
👹 Wrath of Lemond	50.00	75.00
👊 Wrath of God	7.00	10.00
👹 Zombie Master	8.00	12.00

**UNLIMITED EDITION**

WIZARDS OF THE COAST 1994

Cards are white-bordered, but otherwise identical to Beta cards.

Full Set (302 cards) .....	\$1,400.00	1,800.00
Starter Deck (60 cards) .....	125.00	150.00
Starter Box (10 decks) .....	1,200.00	1,500.00
Booster Pack (15 cards) .....	45.00	60.00
Booster Box (36 packs) .....	1,600.00	2,000.00

	Air Elemental	1.50	2.50
	Ancestral Recall	45.00	65.00
	Animate Artifact	1.25	2.00
	Animate Dead	1.25	2.00
	Animate Wall	3.25	4.00
	Ankh of Mishra	4.00	6.00
	Armageddon	5.00	8.00
	Aspect of Wall	5.00	8.00
	Bad Moon	5.00	8.00
	Badlands	12.00	20.00
	Balance	4.00	6.00
	Bavari Monolith	2.25	3.00
	Bayou	12.00	20.00
	Benalish Hero	5.0	1.00
	Berserk	20.00	35.00
	Birds of Paradise	8.00	12.00
	Black Knight	2.50	3.50
	Black Lotus	175.00	225.00
	Black Vise	2.25	3.00
	Black Ward	1.25	2.00
	Blaze of Glory	30.00	40.00
	Blisswing	4.00	6.00
	Blue Elemental Blast	5.0	1.00
	Blue Ward	1.25	2.00
	Bag of Wraith	1.50	2.50
	Bantersayer	12.00	18.00
	Barrowgolem	1.25	2.00
	Camouflage	10.00	15.00
	Castle	2.50	3.50
	Celestial Prism	1.25	2.00
	Channel	1.25	2.00
	Chaos Orb	50.00	70.00
	Chaosbreach	2.50	3.50
	Circle of Protection: Black	5.0	1.00
	Circle of Protection: Blue	5.0	1.00
	Circle of Protection: Green	5.0	1.00
	Circle of Protection: Red	5.0	1.00
	Circle of Protection: White	5.0	1.00
	Clockwork Beast	4.00	6.00
	Clone	8.00	12.00
	Cockatrice	8.00	12.00
	Consecrate Land	10.00	15.00
	Conservator	1.25	2.00
	Contract from Below	5.00	8.00
	Control Magic	2.50	3.50
	Conversion	2.50	3.50
	Copper Tablet	7.00	10.00





## price guide

Fire Elemental	1.25	2.00
Fireball	.75	.50
Firebreathing	.15	.50
Flashfires	.75	1.50
Flight	.15	.50
Flying Carpet	3.50	5.00
Fog	.15	.50
Force of Nature	8.00	12.00
Forest	.05	.10
Fork	15.00	25.00
Frozen Shado	.15	.50
Fungusaur	4.00	6.00
Goat's Ledge	8.00	12.00
Giant Growth	.15	.50
Giant Spider	.15	.50
Glasses of Urza	.75	1.50
Gloom	.75	1.50
Goblin Balloon Brigade	.75	1.50
Goblin King	8.00	10.00
Granite Gargoyle	6.00	10.00
Gray Ogre	.15	.50
Green Ward	.75	1.50
Gristly Bears	.15	.50
Guardian Angel	.75	1.50
Healing Salve	.15	.50
Helm of Chattrak	3.25	4.00
Hill Giant	.15	.50
Hive, The	4.00	6.00
Holy Armor	.15	.50
Holy Strength	.15	.50
Howl from Beyond	.15	.50
Howling Mine	6.00	10.00
Hurly's Recall	3.50	5.00
Harpoon Minotaur	.15	.50
Hurricane	.75	1.50
Hypnotic Specter	2.25	3.00
Instill Energy	.75	1.50
Iron Star	.75	1.50
Jannet's Treeloft	.15	.50
Island	.05	.10
Island Fish Jascorius	3.50	5.00
Island Sanctuary	3.50	5.00
Ivory Cup	.75	1.50
Ivory Tower	4.00	6.00
Jade Manolith	1.50	2.50
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	2.50	3.50
Jeyemdoe Tame	3.25	4.00
Juggernaut	5.00	8.00
Jump	.15	.50
Karma	.75	1.50
Keldon Warlord	1.50	2.50
Kind Apo	1.00	2.00
Kormus Bell	2.50	3.50
Kudzu	4.00	6.00
Lance	1.25	2.00
Ley Druid	.75	1.50
Library of Leng	.75	1.50
Lifelace	.75	1.50
Lifelake	2.25	3.00
Lifetop	.75	1.50
Lightning Bolt	.15	.50
Living Artifact	3.50	5.00
Living Lands	3.25	4.00
Living Wall	1.50	2.50
Lowmire Elves	.15	.50
Lord of Atlantis	6.00	10.00
Lord of the Pit	8.00	12.00
Lute	.75	1.50
Magical Hack	5.00	8.00
Magnite Mountain	2.50	3.50
Mahomah Dym	7.00	10.00
Mana Flare	4.00	6.00
Mana Short	3.50	5.00
Mana Vault	3.25	4.00
Manobots	3.25	4.00
Meekstone	3.50	5.00
Merfolk of the Pearl Trident	.15	.50
Mesa Pegasus	.15	.50
Mjor Dyna	4.00	6.00
Multitane	3.25	4.00
Mind Twist	5.00	8.00
Mishra's War Machine	3.25	4.00
Moss's Goblin Raiders	.15	.50

Mountain	.05	.10
Neither Shadow	3.50	5.00
Nettling Imp	2.50	3.50
Neurotic's Desk	4.00	6.00
Nightmare	10.00	15.00
Northstar Paladin	8.00	12.00
Obsidian Golem	.75	1.50
Oracle	1.50	2.50
Ordnance Artillery	.75	1.50
Ordnance Outfitter	2.25	3.00
Ornithopter	.75	1.50
Paralyze	.15	.50
Peasent Unicorn	.15	.50
Personal Incarnation	5.00	8.00
Pestilence	.15	.50
Phantasmal Forces	.75	1.50
Phantasmal Terrain	.15	.50
Phantom Monster	.75	1.50
Pirate Ship	3.50	5.00
Plague Rats	.15	.50
Plagues	.05	.10
Platow	10.00	18.00
Power Lock	.15	.50
Power Sink	.15	.50
Power Surge	3.50	5.00



## TOP TEN HOTTEST CARDS

## 7) Autumn Willow

Holy mackerel! Ms. Willow, the hottest card to come out of the Homelands expansion, can't be targeted by anything you don't want targeting her. No Maze of the Mind, no Ivy, no mutha! To top it off, she's a babe!

Primal Clay	2.50	3.50
Prodigal Sorcerer	.15	.50
Psychic Venom	.15	.50
Puravice	2.25	3.00
Rack, The	1.25	2.00
Raise Dead	.75	1.50
Reconstruction	.75	1.50
Red Elemental Blast	.15	.50
Red Ward	.75	1.50
Regeneration	.15	.50
Regrowth	3.50	5.00
Resurrection	2.25	3.00
Reverse Damage	5.00	8.00
Reverse Polarity	.75	1.50
Righteousness	5.00	8.00
Rix of Kher Ridges	8.00	12.00
Rock Hydra	12.00	18.00
Rocket Launcher	4.00	6.00
Roll of Rum	.75	1.50
Royal Assassin	12.00	18.00
Sacrifice	1.50	2.50
Sacred Healer	.15	.50
Savannah	10.00	18.00
Savannah Lions	3.50	5.00
Scathe Zombies	.15	.50
Scavenging Ghoul	.75	1.50
Scrubland	10.00	18.00
Scry Spikes	.15	.50
Sea Serpent	.15	.50
Siege Troll	8.00	12.00
Sengir Vampire	3.50	5.00
Serendib Fleet	10.00	15.00
Serie Angel	5.00	8.00
Shandalar Dryads	.15	.50
Shatter	.15	.50
Shattersmith	4.00	6.00
Shivan Dragon	15.00	20.00
Simulacrum	.75	1.50
Siren's Call	1.25	2.00

Sleight of Mind	3.50	5.00
Smoke	3.25	4.00
Sol Ring	6.00	8.00
Sorceress Queen	5.00	8.00
Soul Net	.75	1.50
Spell Blast	.15	.50
Straus	3.25	4.00
Steel Artifact	.75	1.50
Stone Giant	.75	1.50
Stone Rain	.15	.50
Stream of Life	.15	.50
Sunglasses of Urza	3.25	4.00
Swamp	.05	.10
Swords to Plowshares	1.25	2.00
Tango	10.00	18.00
Terror	.15	.50
Thicket Basilisk	2.25	3.00
Thoughtlance	2.25	3.00
Trail of Bone	.75	1.50
Timber Wolves	3.25	4.00
Titan's Song	2.50	3.50
Tranquility	.15	.50
Tropical Island	10.00	18.00
Tsunami	.75	1.50
Tundra	10.00	18.00
Tunnel	.75	1.50
Underground Sea	10.00	18.00
Unholy Strength	.15	.50
Unstable Mutation	.15	.50
Unsummon	.15	.50
Utahen Troll	1.50	2.50
Verduran Enchantress	4.00	6.00
Vesuvan Doppelganger	12.00	20.00
Veteran Bodyguard	7.00	12.00
Volcanic Eruption	4.00	6.00
Volcanic Island	10.00	18.00
Wall of Air	.75	1.50
Wall of Bone	.75	1.50
Wall of Brambles	.75	1.50
Wall of Fire	.75	1.50
Wall of Ice	.75	1.50
Wall of Stone	.75	1.50
Wall of Swords	1.50	2.50
Wall of Water	.75	1.50
Wall of Wood	.15	.50
Wanderlust	.75	1.50
War Mammoth	.15	.50
War Artifact	3.25	4.00
Water Elemental	1.25	2.00
Weakness	.15	.50
Web	3.25	4.00
Wheel of Fortune	8.00	12.00
White Knight	1.50	2.50
White Ward	.15	.50
Wild Growth	.15	.50
Will-o'-the-Wisp	5.00	8.00
Winter Orb	3.25	4.00
Wooden Sphere	.75	1.50
Wrath of God	4.00	6.00
Zombie Master	5.00	8.00

## FOURTH EDITION

## WIZARDS OF THE COAST 1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

Abomination	2.25	3.00
Air Elemental	.75	1.50
Alabaster Potion	.10	.40
Aladdin's Lamp	2.50	3.50
Aladdin's Ring	3.25	4.00
Alb Babe	3.25	4.00
Amirou Kirithin	.15	.35
Amulet of Kroog	.15	.35
Angry Mob	1.50	2.50
Animate Artifact	.35	.75
Animate Dead	.10	.40
Animate Wall	2.25	3.00
Ankh of Mishra	2.50	3.50
Apprentice Wizard	.10	.40
Armageddon	3.50	5.00
Armageddon Clock	2.50	3.50
Ashes to Ashes	.35	.75
Ashnod's Battle Gear	1.50	2.50
Aspect of Wolf	3.50	5.00
Backfire	1.50	2.50
Bad Moon	3.50	5.00
Balance	3.25	4.00
Ball Lightning	5.00	8.00

Battering Ram	15	35
Benalish Hero	10	40
Bird Maiden	60	1.00
Birds of Paradise	5.00	8.00
Black Knight	1.25	2.00
Black Mana Battery	3.50	5.00
Black Vise	.75	1.50
Black Ward	.10	.40
Blessing	2.50	3.50
Blight	1.50	2.50
Blood Lust	.60	1.00
Blue Elemental Blast	.10	.40
Blue Mana Battery	3.50	5.00
Blue Ward	.10	.40
Boag Imp	.10	.40
Boag Wrath	.75	1.50
Battle of Solomon	2.50	3.50
Brainwash	.15	.35
Brass Man	.60	1.00
Bronze Tablet	2.50	3.50
Brothers of Fire	.60	1.00
Brute Tire	.10	.40
Burrowing	.75	1.50
Carnivorous Plant	.15	.35
Cannon Ants	5.00	8.00
Castle	1.25	2.00
Cave People	1.25	2.00
Celestial Prism	.60	1.00
Channel	.35	.75
Chaoslace	1.50	2.50
Circle of Protection Artifact	3.00	4.00
Circle of Protection Black	.35	1.00
Circle of Protection Blue	.35	1.00
Circle of Protection Green	.35	1.00
Circle of Protection Red	.35	1.00
Circle of Protection White	.35	1.00
Clay Statue	.10	.40
Clockwork Avian	4.00	6.00
Clockwork Beast	2.50	3.50
Clockwork	4.00	6.00
Colossus of Sardia	4.00	6.00
Conservator	.60	1.00
Control Magic	1.50	2.50
Conversion	1.25	2.00
Coral Helm	2.50	3.50
Cosmic Horror	3.50	5.00
Counterspell	.75	1.50
Crow Warm	.10	.40
Creature Bond	.10	.40
Crimson Manicore	3.25	4.00
Crumble	.10	.40
Crusade	4.00	6.00
Crystal Rod	.60	1.00
Cursed Land	.10	.40
Cursed Rock	1.50	2.50
Cyclopean Mummy	.15	.35
Dancing Scimitar	2.50	3.50
Dark Ritual	.10	.40
Deathgrip	.75	1.50
Death Ward	.10	.40
Deathlance	1.50	2.50
Desert Twister	1.25	2.00
Detonate	1.25	2.00
Diabolic Machine	1.25	2.00
Dingus Egg	3.50	5.00
Disenchant	.10	.40
Disintegrate	.10	.40
Disrupting Scepter	2.50	3.50
Divine Transformation	3.00	4.00
Dragon Engine	.75	1.50
Dragon Whelp	1.50	2.50
Drain Life	.10	.40
Drain Power	3.50	5.00
Drudge Skeletons	.10	.40
Darkwood Boars	.15	.35
Dwarven Warriors	.10	.40
Earth Elemental	.75	1.50
Earthquake	3.25	4.00
Ebony Horse	2.50	3.50
EHagga	3.50	5.00
Elder Land Wurm	4.00	6.00
Elven Riders	3.50	5.00
Elvish Archers	3.25	4.00
Energy Flux	.75	1.50
Energy Tap	.10	.40
Eng Raiders	.10	.40
Erosion	.15	.35
Eternal Warrior	.60	1.00
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00
Fear	.10	.40
Feedback	.10	.40
Fellwar Stone	2.00	3.00
Fire Elemental	1.25	2.00

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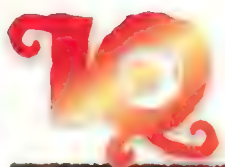
	Cost	Value
Seeker	10	40
Segovian Leviathan	1.25	2.00
Sengir Vampire	3.25	4.00
Serra Angel	4.00	6.00
Shanodin Dryads	10	40
Shapeshifter	3.50	5.00
Shatter	10	40
Shivan Dragon	12.00	18.00
Silvanus Arcum	10	40
Sindbad	2.50	3.50
Siren's Call	.75	1.50
Sisters of the Flame	10	40
Sleight of Mind	3.25	4.00
Smoke	2.50	3.50
Sorceress Queen	4.00	6.00
Soul Net	10	40
Spell Blast	10	40
Spirit Link	3.50	5.00
Stasis	2.50	3.50
Steel Artifact	.75	1.50
Stone Giant	.75	1.50
Stone Rain	10	40
Stream of Life	10	40
Stratagems	3.25	4.00
Tactician	10	40
Tanglefoot	10	40
Tarmogoyf	4.00	6.00
Taxidermy	10	40
Teardrop	10	40
The Great Inland Sea	10	40
Thorn Elemental	10	40
Thunderstorm	10	40
Time Warp	10	40
Toxic Sludge	10	40
Trade Winds	10	40
Trickery	10	40
Unearthly Strength	10	40
Vampire Lord	10	40
Vampiric Tutor	10	40
Vaulting	10	40
Verdant Woodlands	10	40
Village Guard	10	40
Volcanic Eruption	3.25	4.00
Wall of Air	.35	.75
Wall of Bone	.75	1.50
Wall of Brambles	.75	1.50
Wall of Dust	1.50	2.50
Wall of Fire	.75	1.50
Wall of Ice	.35	.75
Wall of Spears	.60	1.00
Wall of Stone	.75	1.50
Wall of Swords	1.25	2.00
Wall of Water	10	40
Wall of Wood	10	40
Wanderlust	.75	1.50
War Mammoth	10	40
Warp Artifact	2.50	3.50
Water Elemental	.75	1.50
Weakness	10	40
Web	2.50	3.50
Whirling Dervish	3.25	4.00
White Knight	1.25	2.00
White Mana Battery	3.50	5.00
White Ward	10	40
Wild Growth	10	40
Windfall	10	40
Winter Orb	2.50	3.50
Wooden Sphere	10	40
Word of Binding	1.5	2.5
Wrath of God	4.00	6.00
Xenic Palimpsest	1.25	2.00
Zephyr Falcon	10	40
Zombie Master	4.00	6.00

Ring of Ma'nuf	25.00	35.00
Rukh Egg	7.00	10.00
Sandals of Abdallah	8.00	12.00
Sandstorm	75	150
Serendib Djinn	12.00	18.00
Serendib Eftret	12.00	18.00
Shahrazad	15.00	25.00
Sinbad	5.00	8.00
Singing Tree	25.00	40.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6.00
Unstable Mutation	75	150
War Elephant	50	100
Yakutian Eftret	10.00	15.00

Amulet of Kroog	15	50
Argonian Blacksmith	40	1.00







## price guide

Brand of Ill Omen	5.00	8.00
Breath of Dreams	1.50	2.50
Brim Shaman	15	40
Brown Gupie	15	40
Brushland	4.00	6.00
Burnt Offering	15	40
Cleft to Arms	6.00	8.00
Canbou Range	5.00	8.00
Celestial Sword	4.00	6.00
Celestial Archer	2.00	3.00
Chaos Lord	6.00	8.00
Chaos Moon	6.00	8.00
Chromatic Armor	6.00	8.00
Chub Toad	15	40
Circle of Protection: Black	15	40
Circle of Protection: Blue	15	40
Circle of Protection: Green	15	40
Circle of Protection: Red	15	40
Circle of Protection: White	15	40
Cloak of Confusion	15	40
Clock of Confusion	15	40
Cold Snap	2.50	3.50
Conquer	2.50	3.00
Cooperation	15	40
Counterspell	15	40
Crown of the Ages	6.00	9.00
Curse of Mallet Laga	6.00	8.00
Dance of the Dead	2.25	3.00
Dark Banishing	15	40
Dark Ritual	15	40
Death Ward	15	40
Deflection	10.00	15.00
Demonic Consultation	2.25	3.00
Despotic Scepter	4.00	6.00
Disbark Vision	2.25	3.00
Divine Visions	15	40
Disenchant	15	40
Dead Weight	5.00	7.00
Dream of the Dead	1.50	2.50
Drift of the Dead	2.00	3.00
Drought	2.50	3.50
Dwarven Armory	5.00	8.00
Earthlink	5.00	7.00
Earthquake	15	40
Elder Druid	7.00	10.00
Elemental Augury	5.00	8.00
Elk in Battle	4.00	6.00
Elven Healer	15	40
Enduring Renewal	7.00	10.00
Energy Storm	7.00	10.00
Enervate	15	40
Enchant Minion	15	40
Enthrall	15	40
Essence Filter	15	40
Essence Flare	15	40
Essence Vortex	2.00	3.00
Fanatical Fever	2.50	3.50
Faith	15	40
Fiery Justice	5.00	7.00
Fire Lavanant	2.00	3.00
Flame Spirit	2.00	3.00
Flare	15	40
Flooded Woodlands	5.00	7.00
Flow of Whispers	5.00	7.00
Foli of the Pines	15	40
Fatigued Lore	4.00	6.00
Ferocious Voad	1.50	2.50
Faerie	05	10
Fingert Lore	2.00	3.00
Formation	5.00	8.00
Fossil Familiar	15	40
Fragile	15	40
Freyalise's Suppliant	1.50	2.50
Freyalise's Charm	1.50	2.50
Freyalise's Winds	5.00	7.00
Fuminate	2.25	3.00
Fylgja	15	40
Fyndhorn Bow	2.25	3.00
Fyndhorn Bowwies	15	40
Fyndhorn Elder	2.50	3.50
Fyndhorn Elves	15	40
Fyndhorn Pollen	4.00	6.00
Game of Chaos	6.00	8.00
Gargantuan Zombies	15	40

Goat of Pain	15	40
General's Jorikeld	6.00	8.00
Ghastly Flame	6.00	9.00
Giant Growth	15	40
Giant Trap Door Spider	2.00	3.00
Grievous Chasm	2.00	3.00
Glacial Crevasses	4.00	6.00



## TOP TEN HOTTEST CARDS

## 3) Deflection

Is it us or when battling weasels playing permission decks, do you just wanna push the carriage in their nose up into their train? Yeah? Right on, brother! Love it or hate it, though Deflection, which retargets a spell, is pretty awesome.

Glacial Wall	1.50	2.50
Gloves	4.00	6.00
Goatly Lyre	4.00	6.00
Goatly Mutant	2.25	3.00
Goatly Sappers	15	40
Goatly Sk Patrol	15	40
Goatly Snowman	2.00	3.00
Gorilla Pack	15	40
Gravebind	4.00	6.00
Green Scarab	1.50	2.50
Grievous Wolverine	15	40
Hallowed Ground	2.00	3.00
Halls of Mist	5.00	8.00
Heal	15	40
Hecaromb	7.00	10.00
Hemantic Talisman	1.50	2.50
Hippopotamus	1.50	2.50
Hoar Shade	15	40
Hot Springs	4.00	6.00
Howl from Beyond	15	40
Hurricane	1.50	2.50
Hydropterous Lemure	2.00	3.00
Hydroblast	15	40
Hymn of Rebirth	2.50	3.50
Ice Berg	2.50	3.50
Ice Cauldron	5.00	8.00
Ice Floe	2.50	4.00
Imagique	2.50	3.50
Icy Manipulator	8.00	15.00
Icy Prison	5.00	7.00
Illusory Forces	15	40
Illusory Presence	4.00	6.00
Illusory Terrain	2.25	3.00
Illusory Wall	15	40
Illusions of Grandeur	6.00	8.00
Imposing Visage	15	40
Incarcerate	15	40
Infernal Darkness	6.00	8.00
Infernal Denizen	6.00	8.00
Infinite Hourglass	5.00	7.00
Infuse	15	40
Island	05	10
Jester's Cap	18.00	30.00
Jester's Mask	12.00	20.00
Jeweled Amulet	2.50	3.50
Johall Warm	2.00	3.00
Jokulhags	6.00	8.00
Juniper Older Druid	15	40
Jystive	2.50	3.50
Karnplum Forest	5.00	7.00
Karnplum Giant	2.50	3.50
Karnplum Yeh	6.00	8.00
Kensuko Ranger	15	40
Kjeldoran Dealer	15	40
Kjeldoran Elite Guard	2.25	3.00
Kjeldoran Frostbeast	2.00	3.00
Kjeldoran Guard	15	40

Kjeldoran Knight	5.00	7.00
Kjeldoran Phoenix	5.00	7.00
Kjeldoran Rapa Guard	6.00	8.00
Kjeldoran Sky Captain	2.25	3.00
Kjeldoran Sky Knight	15	40
Kjeldoran Warrior	15	40
Knights of Stormgold	2.25	3.00



## TOP TEN HOTTEST CARDS

## 2) Dual Lands

What? Dual lands, which give you two colors of mana with no if effects, have been bumped from the No. 1 slot? It can only mean one thing! That totally evil Ice Age card has grabbed the top slot! No! Noooooooooooooo...

Krovikan Elemental	2.25	3.00
Krovikan Fish	15	40
Krovikan Sorcerer	15	40
Krovikan Vampire	3.50	5.00
Land Cap	4.00	6.00
Lapis Lazuli Talisman	1.50	2.50
Lava Burst	15	40
Lava Tubes	5.00	7.00
Legions of Lim-Dol	15	40
Leshrac's Rite	1.50	2.50
Leshrac's Sigil	1.50	2.50
Liburgarf	8.00	12.00
Lim-Dol's Cohort	15	40
Lim-Dol's Hex	2.25	3.00
Lightning Bolt	4.00	6.00
Lost Order of Jorikeld	6.00	8.00
Lure	1.50	2.50
Maddening Wind	1.50	2.50
Magus of the Unseen	8.00	10.00
Malachite Talisman	1.50	2.50
Marion Stormgold	10.00	15.00
Melee	1.50	2.50
Melting	1.50	2.50
Mercenaries	4.00	6.00
Meneke Ro Berit	5.00	7.00
Mesmeric Trance	4.00	6.00
Meteor Shower	15	40
Mind Ravel	15	40
Mind Warp	2.00	3.00
Mind Whip	4.00	6.00
Minion of Leshrac	8.00	10.00
Minion of Teshes Szat	6.00	8.00
Mistfall	15	40
Mole Worms	2.25	3.00
Monsoon	4.00	6.00
Moat Fiend	15	40
Moonblast	05	10
Moonrider Goat	15	40
Moonrider Titan	5.00	7.00
Multitude	5.00	7.00
Murksan	5.00	8.00
Mystic Night	4.00	6.00
Mystic Ramona	15	40
Nacre Talisman	1.50	2.50
Naked Singularity	5.00	7.00
Nature's Lore	1.50	2.50
Necropotence	5.00	7.00
Norrit	15	40
Oath of Lim-Dol	4.00	6.00
Orish Talisman	1.50	2.50
Orish Cannoneers	1.50	2.50
Orish Conscripts	15	40
Orish Farmer	15	40
Orish Healer	2.00	3.00
Orish Librarian	4.00	6.00
Orish Lumberjack	15	40
Orish Squatters	4.00	6.00

Order of the Sacred Torch	6.00	8.00
Order of the White Shield	2.00	3.00
Pale Bears	3.50	5.00
Panic	15	40
Pantheon of the Ages	7.00	10.00
Pentience Rats	15	40
Phantasmal Mount	2.50	3.50
Pit Trap	2.25	3.00
Plains	05	10
Polar Kraken	8.00	12.00
Portent	15	40
Power Sink	15	40
Pox	6.00	8.00
Prismatic Ward	15	40
Pygmy Allosaurus	4.00	6.00
Pyroclasm	15	40
Pyroblast	15	40
Pyroclasm	3.25	4.00
Rally	15	40
Ray of Command	15	40
Ray of Erasure	15	40
Reality Twist	6.00	9.00
Reclamation	4.00	6.00
Red Scarab	1.50	2.50
Regeneration	15	40
Rime Drizzle	15	40
Ritual of Subdual	5.00	8.00
River Delta	4.00	6.00
Runecl Arch	5.00	8.00
Sabretooth Tiger	15	40
Sacred Boon	2.25	3.00
Scalded Wurm	15	40
Sea Spirit	2.25	3.00
Seizures	15	40
Seraph	10.00	15.00
Shambling Strider	15	40
Shatter	15	40
Sheep Bearer	15	40
Shield of the Ages	2.25	3.00
Shift	5.00	8.00
Stalwart Spirit	6.00	8.00
Silver Etne	2.00	3.00
Skeleton Ship	6.00	8.00
Skull Catalyst	2.00	3.00
Sleight of Mind	2.50	3.00
Snow-Covered Forest	15	40
Snow-Covered Island	15	40
Snow-Covered Mountain	15	40
Snow-Covered Plains	15	40
Snow-Covered Swamp	15	40
Snow Devil	15	40
Snow Fortress	5.00	8.00
Snow Hound	2.00	3.00
Snowblind	4.00	6.00
Snowfall	15	40
Soldier Golem	5.00	7.00
Soldier Machinist	1.50	2.50
Soldier Simulator	2.00	3.00
Songs of the Damned	15	40
Soul Banner	2.00	3.00
Soul Burn	15	40
Soul Kiss	15	40
Spectral Shield	2.00	3.00
Spells of Evil	4.00	6.00
Spells of War	5.00	8.00
Staff of the Ages	4.00	6.00
Stampede	5.00	8.00
Stench of Evil	2.50	3.50
Stone Rain	15	40
Stone Spirit	2.00	3.00
Stonehands	15	40
Storm Spirit	5.00	7.00
Stormrider	5.00	7.00
Stormgold Cabal	4.00	6.00
Stunted Growth	4.00	6.00
Sulfurous Springs	4.00	6.00
Sunstone	1.50	2.50
Swamp	05	10
Swords to Plowshares	1.50	2.50
Tarpan	15	40
Thermokarst	2.25	3.00
Thoughtleech	2.25	3.00
Thunder Wall	2.50	3.50
Timberline Ridge	4.00	6.00
Time Bomb	5.00	7.00
Tinder Wall	15	40
Tor Giant	15	40
Total War	4.00	6.00
Touch of Death	15	40
Touch of Vitae	2.00	3.00
Trailblazer	4.00	6.00
Underground River	4.00	6.00
Updraft	1.50	2.50
Urza's Booble	1.50	2.50

Yield	4.00	6.00
Venerous Breath	2.00	3.00
Vertigo	2.00	3.00
Vexing Arcana	5.00	8.00
Vibrating Sphere	3.50	5.00
Walking Wall	3.25	4.00
Wall of Lava	2.00	3.00
Wall of Pine Needles	2.00	3.00
Wall of Shields	2.00	3.00
War Chant	2.25	3.00
Warning	15	40
Whalebone Glider	2.00	3.00
White Scarab	1.50	2.50
Whiteout	2.25	3.00
Wild Growth	15	40
Wind Spirit	2.25	3.00
Wings of Aesthr	2.25	3.00
Winter's Chill	5.00	7.00
Withering Waps	1.50	2.50
Withgo	6.00	8.00
Woolly Mammoths	15	40
Woolly Spider	15	40
Word of Blasting	2.00	3.00
Word of Undoing	15	40
Wrath of Mant Lago	4.00	6.00
Yammye Gnats	2.50	3.50
Zur's Warding	5.00	7.00
Zuran Enchanter	15	40
Zuran Orb	3.50	5.00
Zuran Spellcaster	15	40

# CHRONICLES

Full Set (125 cards)	\$60.00	90.00
Booster Pack (12 cards)	1.75	3.00
Booster Box (45 packs)	85.00	130.00

Abu Ja'far	1.50	2.50
Active Volcano	15	40
Akron Legionnaire	3.00	5.00
Aladdin	5.00	8.00
Angel Voices	5.00	8.00
Arceus Sabbath	5.00	8.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	15	40
Ashnod's Altar	25	75
Ashnod's Transmogrator	25	75
Axeldor Gunnarson	4.00	6.00
Ayesha Tanaka	2.00	4.00
Azure Drake	1.00	2.00
Banshee	25	75
Barl's Cape	2.00	3.00
Beasts of Bogardan	1.00	2.00
Blood of the Martyr	25	75
Blood Moon	4.00	6.00
Boag Rats	15	40
Book of Rass	1.50	2.50
Boomerang	15	40
Bronze Horse	2.00	4.00
Cat Warriors	15	40
Chromium	5.00	8.00
City of Brass	6.00	10.00
Cocoon	1.00	2.00
Concordant Crossroads	5.00	8.00
Crow Giant	2.00	4.00
Cumbrag Witches	15	40
Cyclone	3.00	5.00
D'Avenant Archer	25	75
Dakkon Blackblade	5.00	8.00
Dance of Many	2.00	4.00
Dandon	15	40
Divine Offering	25	75
Emerald Dragonfly	15	40
Enchantment Alteration	25	75
Ethron Dymn	3.00	5.00
Fallen, The	1.00	2.00
Fallen Angel	2.00	4.00
Feldon's Cone	25	75
Fire Drake	1.00	2.00
Fishriver Oil	15	40
Flash Flood	15	40
Fountain of Youth	25	75
Gabriel Angelife	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	15	40
Goblin Slug	15	40
Goblin Artisans	25	75
Goblin Digging Team	15	40
Goblin Shrine	15	40
Goblins of the Flarg	15	40
Hasran Ogress	15	40
Hell's Caretaker	5.00	8.00
Horn of Daefening	3.00	5.00



**TOP TEN HOTTEST CARDS**  
**1) Jester's Cap**  
 oooooooooo It was created to cripple killer decks, but this card is pure evil! It takes three cards from a library and eliminates them from the game! You never get a chance to play those cards! Hey WoW... restrict this card!

Indestructible Aura	15	40
Ivory Guardians	75	150
Jakum-Tome	2.00	3.00
Jeweled Bird	2.00	3.00
Johan	5.00	7.00
Juxtapose	3.00	5.00
Keepers of the Faith	15	40
Kai Takakashi	25	75
Land's Edge	4.00	6.00
Living Armor	75	150
Mouthful Eldragon	1.50	2.50
Metamorphosis	15	40
Mountain Yeh	15	40
Nabuchadnezzar	4.00	6.00
Nicol Bokes	6.00	8.00
Obelisk of Undoing	4.00	6.00
Paladins-Mars	5.00	8.00
Petra Sphinx	3.50	5.00
Primordial Ooze	1.00	2.00
Puppet Master	1.00	2.00
Rabid Warbat	2.00	4.00
Rakafite	1.50	2.50
Recall	3.00	5.00
Remove Soul	15	40
Repentant Blacksmith	15	40
Revelation	3.00	5.00
Rubina Soulsinger	4.00	6.00
Runesword	25	75
Sale Haven	2.00	3.00
Scavenger Folk	15	40
Sentinel	3.00	5.00
Serpent Generator	5.00	8.00
Shield Wall	75	150
Shomon Night Stalker	2.00	3.00
Smit Scorum	75	150
Sol'kmar the Swamp King	5.00	8.00
Stomg	3.50	5.00
Storm Seeker	2.00	3.00
Takklemogot	1.50	2.50
Teleport	2.00	4.00
Tabas Andron	75	150
Tax Wauks	75	150
Tarmad's Crypt	25	75
Transmutation	15	40
Trasac Egg	3.00	5.00
Urza's Mine (4 versions)	15	40
Urza's Power Plant (4 ver.)	15	40
Urza's Tower (4 versions)	15	40
Yavocits Asmadi	6.00	8.00
Yavocits Doll	3.00	5.00
Wall of Heat	15	40
Wall of Opposition	1.00	2.00
Wall of Shadows	15	40
Wall of Vapor	15	40
Wall of Wonder	1.00	2.00
War Elephant	15	40
Witch Hunter	2.00	3.00
Wretched, The	6.00	8.00
Xira Anen	3.00	5.00
Yavogoth Demon	4.00	6.00

# HOMELANDS

WIZARDS OF THE COAST: 1995		
Full Set (140 cards)	\$120.00	160.00
Booster Pack (8 cards)	1.75	3.00
Booster Box (60 packs)	110.00	160.00

Abbey Gargoyles	2.50	3.50
Abbey Matron (ver. 1)	15	50
Abbey Matron (ver. 2)	15	50
Aether Storm	6.00	8.00
Alban's Tower (ver. 1)	15	50
Alban's Tower (ver. 2)	15	50
Ambush	15	50
Ambush Party (ver. 1)	15	50
Ambush Party (ver. 2)	15	50
An-Havva Constable	3.00	5.00
An-Havva Inn	3.00	5.00
An-Havva Township	4.00	6.00
An-Zemin Ruins	5.00	7.00
Anzaco Ancestor	4.00	6.00
Anzaco Bodyguard (ver. 1)	15	50
Anzaco Bodyguard (ver. 2)	15	50
Anzaco Shaman (ver. 1)	15	50
Anzaco Shaman (ver. 2)	15	50
Anzaco Spirit Crafter	3.50	5.00
Apocalypse Chime	6.00	8.00
Autumn Willow	8.00	10.00
Aysen Abbey	4.00	6.00
Aysen Bureaucrats (ver. 1)	15	50
Aysen Bureaucrats (ver. 2)	15	50
Aysen Crusader	5.00	7.00
Aysen Highway	4.00	6.00
Bali's Curse	4.00	6.00
Baron Sengir	8.00	10.00
Beast Walkers	4.00	6.00
Black Carriage	4.00	6.00
Broken Visage	5.00	7.00
Campaca (ver. 1)	15	50
Campaca (ver. 2)	15	50
Castle Sengir	4.00	6.00
Cemetery Gate (ver. 1)	15	50
Cemetery Gate (ver. 2)	15	50
Chain Stasis	6.00	8.00
Chandler	15	50
Clockwork Gnomes	15	50
Clockwork Stead	15	50
Clockwork Swamp	15	50
Coast Reef	15	50
Dark Maze (ver. 1)	15	50
Dark Maze (ver. 2)	15	50
Daughter of Autumn	5.00	7.00
Death Speakers	3.00	5.00
Didgondan	4.00	6.00
Drudge Spell	3.00	5.00
Dry Spell (ver. 1)	15	50
Dry Spell (ver. 2)	15	50
Dwarven Pony	4.00	6.00
Dwarven Sea Clan	5.00	7.00
Dwarven Trader (ver. 1)	15	50
Dwarven Trader (ver. 2)	15	50
Ebony Rhino	15	50
Eon the Rainforest	5.00	7.00
Evaporate	2.50	3.50
Faerie Noble	4.00	6.00
Feast of the Unicorn (ver. 1)	15	50
Feast of the Unicorn (ver. 2)	15	50
Ferroz's Ban	5.00	7.00
Folk of An-Havva (ver. 1)	15	50
Folk of An-Havva (ver. 2)	15	50
Forget	4.00	6.00
Funeral March	15	50
Ghost Hounds	3.50	5.00
Giant Abbatross (ver. 1)	15	50
Giant Abbatross (ver. 2)	15	50
Giant Oyster	3.00	5.00
Grandmother Sengir	4.00	6.00
Greater Werewolf	15	50
Hazdrub the Abbot	4.00	6.00
Headstone	15	50
Heart Wolf	4.00	6.00
Hungry Mist (ver. 1)	15	50
Hungry Mist (ver. 2)	15	50
Ilson's Shade	5.00	7.00
Inn Sengir	3.50	5.00
Ironclaw Curse	4.00	6.00
Jinx	15	50
Joven	15	50
Joven's Ferrets	15	50
Joven's Tools	5.00	7.00
Kaskun Falls	4.00	6.00
Kaskun Keep	4.00	6.00
Labyrinth Minotaur (ver. 1)	15	50
Labyrinth Minotaur (ver. 2)	15	50
Leaping Lizard	15	50

Leeches	4.00	6.00
Marmoth Harness	4.00	6.00
Marjhan	4.00	6.00
Memory Lapse (ver. 1)	15	50
Memory Lapse (ver. 2)	15	50
Merchant Scroll	15	50
Mesa Falcon (ver. 1)	15	50
Mesa Falcon (ver. 2)	15	50
Mystic Decree	5.00	7.00
Narwhal	5.00	7.00
Orsch Mine	2.00	4.00
Primal Order	7.00	9.00
Prophecy	15	50
Raskha the Slayer	3.50	5.00
Reef Pirates (ver. 1)	15	50
Reef Pirates (ver. 2)	15	50
Renewal	15	50
Retribution	3.00	5.00
Reyeka, Wizard Savant	4.00	6.00
Road Spider	2.50	4.00
Roots	2.00	4.00
Roteraphopter	15	50
Rysorian Badger	5.00	7.00
Sanitate Alchemist (ver. 1)	15	50
Sanitate Alchemist (ver. 2)	15	50
Sea Sprite	3.00	5.00
Sea Troll	2.00	3.50
Sengir Autocrat	5.00	7.00
Sengir Bats (ver. 1)	15	50
Sengir Bats (ver. 2)	15	50
Serra Avary	5.00	7.00
Serra Bestiary	15	50
Serra Inquisitors	2.00	3.50
Serra Paladin	15	50
Serrated Arrows	15	50
Shinnix (ver. 1)	15	50
Shinnix (ver. 2)	15	50
Soravia the Falconer	4.00	6.00
Spectral Bears	3.50	5.00
Timmerat Friends	4.00	6.00
Torture (ver. 1)	15	50
Torture (ver. 2)	15	50
Trade Caravan (ver. 1)	15	50
Trade Caravan (ver. 2)	15	50
Truce	5.00	7.00
Valdrene of Sengir	5.00	7.00
Wall of Kelp	5.00	7.00
Willow Faerie (ver. 1)	15	50
Willow Faerie (ver. 2)	15	50
Willow Priestess	6.00	8.00
Winter Sky	4.00	6.00
Wizards' School	4.00	6.00

# SPECIAL OFFERS

Arena	6.00	10.00
Giant Badger	6.00	10.00
Melno (Crypt)	7.00	10.00
Nakotun Dragon	6.00	10.00
Sewers of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

# FACTORY SETS

This set is known as the "Domestic Edition" Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal.  
 MTG Beta Factory Set (363 cards)  
 10,000 Printed ..... \$200.00 ..... 250.00

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also not tournament legal.  
 MTG Beta International Factory Set (363 cards)  
 5,000 Printed ..... \$275.00 ..... 350.00

This set contains two, 60-card Revised starter decks, 30 counters, and a Revised checklist.  
 MTG Revised Boxed Set ..... \$20.00 ..... 25.00

This set contains two, 60-card Fourth Edition starter decks, 30 counters, and a Fourth Edition checklist.  
 MTG 4th Edition Boxed Set ..... \$18.00 ..... 25.00

# TQ QUEST

## price guide

### BLOOD WARS

Full Set (334 cards)	\$300.00	400.00
Starter Deck (50 cards)	8.00	2.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	75.00	85.00

Assassination Plot	5.00	8.00
Chaos Beast	4.00	4.00
Lady of Pain	25.00	25.00
Shield Masters of Odin	4.00	6.00
Tiamat	5.00	8.00

### FACTS AND FACTIONS

TSR 1995		
Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.25	1.50
Booster Box (36 packs)	70.00	80.00

### PROXIES & POWERS

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.25	1.50
Booster Box (36 packs)	70.00	85.00

### DIXIE

Full Set (200 cards)	\$50.00	70.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	70.00	100.00
Booster Pack		NONE

Bark Woods	75	1.50
Color Guard	75	1.50
Forster Hill	75	2.00
10 PDR Panotti	75	1.50
12 PDR Howitzer	1.25	2.00

### DIXIE: SHILON

COLUMBIA GAMES 1995		
Full Set (400 cards)	\$70.00	\$90.00
Starter Deck (60 cards)	\$8.00	10.00
Starter Box (12 decks)	\$95.00	110.00
Booster Pack		NONE

### DOOMTROOPER

Full Set (337 cards)	\$275.00	350.00
Starter Deck (50 cards)	7.00	5.00
Starter Box (10 decks)	70.00	85.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Alakhi The Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Creshow The Mortificator	7.00	10.00
4.00	5.00	8.00
Personal Anti-Personnel Mines	7.00	10.00

### INQUISITION EXPANSION

HEARTBREAKER 1995		
Full Set (170 cards)	\$175.00	225.00
Booster Pack (8 cards)	2.00	2.50
Booster Box (60 packs)	95.00	130.00

### ECHELONS OF FIRE/FURY

MEDALLION SIMULATIONS 1995		
Full Fire Set (69 cards)	\$30.00	50.00
Full Fury Set (57 cards)	30.00	50.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00

### FLIGHTS OF FANTASY

DESTINY PRODUCTIONS 1994		
Full Set (108 cards)	\$25.00	50.00
Starter Deck		NONE
Booster Pack (10 cards)	2.00	2.50
Booster Box (36 packs)	60.00	80.00

### GALACTIC EMPIRES

Full Set (440)	\$165.00	200.00
Starter Deck (55 cards)	8.00	8.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Dragon Hatchling	4.00	6.00
Dragon Lair	4.00	6.00
Moon Dragoness	5.00	8.00
Monster Overstrike	3.50	5.00
Sunlighting Dragoness	3.50	5.00

### NEW EMPIRES EXPANSION

COMPANION GAMES 1995		
Full Set (209 cards)	\$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box	70.00	80.00

Ancient Spacefarer	2.50	3.50
Fighter Pilot	2.50	3.50
Spiritual Leader	2.50	3.50
Stellar Map	2.25	3.50
Volante Cargo	3.25	4.00



### GRIDIRON SWEEP

### GRIDIRON

PREZENTATIONS 1995		
Full Set (165 cards)	\$180.00	\$300.00
Full Starter Deck (50 cards)	18.00	30.00
Starter Deck (50 cards)	8.00	10.00
Booster Pack (15 boosters)	2.00	3.00
Booster Box (48 packs)	95.00	145.00

### GUARDIANS

FFG 1995		
Full Set (287 cards)	\$150.00	250.00
Starter Deck (80 cards)	\$8.00	10.00
Starter Deck Box (10 decks)	75.00	95.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00

### HIGHLANDER

THUNDER BOLT 1995		
Full Set (165 cards)	\$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

### HYBRIAN GATES

CARDZ 1995		
Full Set (450 cards)	\$200.00	300.00
Starter Deck (110 cards)	8.00	10.00
Starter Box (6 dual decks)	45.00	60.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

### ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

Card names are in gold printing.

Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	140.00
Unlisted Singles	20	40

Adapted of Hermes	1.50	2.50
Al Muger	1.50	2.50
An Offer You Can't Refuse	1.50	2.50
Angry	1.50	2.50
Assault (Convention)	1.50	2.50
Answer Answers	1.50	2.50
Ark of the Covenant	1.50	2.50
B.A.I.F.	1.25	2.00
Bank Merger	1.50	2.50
Bank of England	1.50	2.50
Bermuda Triangle	1.50	2.50
Bismillah	1.50	2.50
Big Suckout: The	1.50	2.50
Buyer Business	75	1.50
Blitzkrieg	3.25	4.00
Bodyguard	1.50	2.50
Book of Kells	75	1.50
Building Contract	75	1.50
Bribery	75	1.50
C.I.A.	3.25	4.00
Canada	1.50	2.50
Cattle Mutilators	1.50	2.50
Ceasantry Spokesman	75	1.50
Censorship	75	1.50
Center For Disease Control	75	1.50
CFL-AO	1.50	2.50
China	1.50	2.50
Church of Elvis	75	1.50
Clover	1.25	2.00
Combined Disasters	1.50	2.50
Conti Banks	75	1.50
Commitment	75	1.50
Computer Security	1.50	2.50
Computer Virus	75	1.50
Congressional Wives	75	1.50
Conspiracy	1.50	2.50
Court Drama	1.50	2.50
Courier Revolution	1.50	2.50
Courtesy	75	1.50
Cover of Darkness	1.50	2.50
Cover-Up	1.50	2.50
Criminal Overlords	1.50	2.50
Cryptic Skull	1.50	2.50
Cybernetic Soldiers	3.25	4.00
Death Engine	1.50	2.50
Death Mask	75	1.50
Demerits	75	1.50
Demogorgons	1.50	2.50
Disaster Plans	75	1.50
Disastrous Society	1.50	2.50
Dollars for Decency	75	1.50
Eat the Rich	1.50	2.50
EFF	1.50	2.50
1/2 Minute Gop	1.50	2.50
Elders of Zion	1.50	2.50
Eliza	75	1.50
Elus	3.25	4.00
Embarrassment	2.50	3.50
Empire Inc.	1.25	2.00
Energy Crisis	1.50	2.50
Evil Geniuses... Tomorrow	1.50	2.50
Faction Fight	1.50	2.50
Fear and Loathing	75	1.50
Federal Reserve	75	1.50
Feminists	75	1.50
Fido Castro	75	1.50
Fighting	1.50	2.50
First Thing... Kill All Lawyers	1.50	2.50
Flower Power	75	1.50
Failed!	75	1.50
Forgery	75	1.50
Franking the Mundanes	75	1.50
Fried Berch Society	1.50	2.50
Gang War	75	1.50
Gay Activists	75	1.50
Germany	3.25	4.00
Giant Kudzu	75	1.50
Gnomes of Zurich	1.50	2.50
Goldfish Fanciers	1.50	2.50
Great Pyramid, The (Mag. Insert)	1.50	2.50
Grimms	1.50	2.50
Gull Gribbair	75	1.50
Hackers	75	1.50
Hand of Madness, The	1.50	2.50

Head in a Jar	75	1.50
Hex	1.50	2.50
Hidden City	75	1.50
Hidden Influence	1.50	2.50
Hinter's Brain	3.25	4.00
Hood	75	1.50
Hollywood	75	1.50
Holy Gail, The	1.50	2.50
I Used	75	1.50
I.R.S.	75	1.50
Immortality Serum	1.50	2.50
International Communist Conspiracy	1.50	2.50
International Weather Organization	75	1.50
Israel	1.50	2.50
Italy	3.25	4.00
Jimmy Hoffa	2.25	3.00
Junk Mail	75	1.50
Kill for Peace!	1.50	2.50
L-4 Society	75	1.50
Law and Order	75	1.50
Let Them Eat Cake!	75	1.50
Let's Get REALLY Organized	75	1.50
Let's You and Him Fight	1.50	2.50
Liberations	2.50	3.50
Library of Alexandria, The	75	1.50
Liquor Companies	1.50	2.50
Local Police Departments	75	1.50
Logic Bomb	1.50	2.50
Mafia, The	3.25	4.00
Manuel Nonoaga	75	1.50
Margaret Thatcher	75	1.50
Market Manipulation	75	1.50
Mass Murder	1.50	2.50
Media Connections	1.50	2.50
Men in Black, The	3.25	4.00
Messiah	1.50	2.50
Meteor Strike	75	1.50
M.I.S.	75	1.50
Mistaken Identity	1.50	2.50
Mission	1.50	2.50
Multinational Oil Corporations	75	1.50
Murphy's Law	75	1.50
N.S.A.	3.25	4.00
Nancy Reagan	1.50	2.50
NASA	75	1.50
NATO	1.50	2.50
Necronomicon	75	1.50
Network, The	1.50	2.50
New Federal Budget	75	1.50
New York	75	1.50
Nice Idea, It's Mine Now!	1.50	2.50
Offshore Banks	75	1.50
Ollie North	75	1.50
Opportunity Knocks	2.50	3.50
Other One	75	1.50
Oregon Card, The	1.50	2.50
Perpetual Motion Machine	3.25	4.00
Pharm. Company	75	1.50
Plagues of Demons	2.50	3.50
Pledge Drive	75	1.50
Political Correctness	75	1.50
Pollsters	3.25	4.00
Power for Its Own Sake	1.50	2.50
Power to the People	75	1.50
Prince Charles	75	1.50
Princess Di	75	1.50
Professional Sports	75	1.50
Psychiatrists	1.25	2.00
Pyr. Mktg's Schemes (Mag. Ins.)	1.50	2.00
Rain of Frogs	75	1.50
Rauch Out	1.50	2.50
Red Cross	1.50	2.50
Red Score	75	1.50
Reformed Church of Satan	75	1.50
Relax!	75	1.50
Republicans	75	1.50
Resistance is Useless!	2.50	3.50
Revolution	75	1.50
Rewriting History	1.50	2.50
Rifles	1.50	2.50
Robot Sex Monsters	75	1.50
Ross Perot	1.50	2.50
S.M.D.F.	2.50	3.50
Subotage	1.50	2.50
Saddam Hussein	75	1.50
Saturday Morning Cartoons	75	1.50
Scavenging and Gains	1.50	2.50
Savings & Loan Scam	75	1.50
Scandal	2.50	3.50
Secret Service	1.50	2.50
Secret Men... To Know	75	1.50
Secular Humanists	75	1.50
Seize the Time!	1.50	2.50
Senate Investigating Committee	2.50	3.50
Servants of Chulhu	1.50	2.50
Shangri-la	1.50	2.50

Shroud of Turin	3.25	4.00
Silicon Valley	.75	1.50
Sniper	.75	1.50
Soulburner	3.25	4.00
South American Nazis	2.50	3.50
Spasm of Violence	1.50	2.50
Stars are Right, The	1.50	2.50
Subliminals	3.25	4.00
Sucked Dry and Cast Aside!	.75	1.50
Suicide Squad	.75	1.50
Supreme Court	1.50	2.50
Sweeping Reforms	.75	1.50
Tabloids	.75	1.50
Tax Breaks	.75	1.50
Tax Reform	1.50	2.50
Texas	3.25	4.00
Thousand Points of Light, A	.75	1.50
Time Warp	2.50	3.50
Trading Card Game (Mag. Ins.)	1.50	2.50
Tribal Commission	2.50	3.50
UFOs	1.50	2.50
Underground Newspapers	3.25	4.00
Unlucky 13	2.50	3.50
Unmasked!	3.25	4.00
Up Against the Wall	1.50	2.50
Yokona	.75	1.50
Youdonists	.75	1.50
Warehouse 23	.75	1.50
Weak Link, The	1.50	2.50
Weather Satellite	.75	1.50
Withering Curse	1.50	2.50
World Cup Victory	1.50	2.50
World War 3	1.50	2.50

### ILLUMINATE: NEW WORLD ORDER UNLIMITED EDITION

Card names are in various colors.		
Full Set (412 cards)	\$250.00	350.00
Shooter Deck (110 cards)	8.00	10.00
Shooter Box (5 dual decks)	30.00	50.00
Shooter Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single Cards	0.5-1x Limited Price	

### JYRID

Full Set (438 cards)	\$275.00	375.00
Shooter Deck (76 cards)	7.00	8.00
Shooter Box (10 decks)	65.00	80.00
Booster Pack (19 cards)	1.50	2.00
Booster Box (36 packs)	50.00	70.00

Anarch Troublemaker	4.00	6.00
Arcone Library	4.00	6.00
Ivory Bow	6.00	10.00
Musical Smith	4.00	6.00
Political Ally	4.00	6.00

### LAST CRUSADE, THE

Full Set 300 cards	\$170.00	200.00
Booster Packs (12 words)	1.75	2.50
Booster Box (36 packs)	65.00	80.00



### LEGEND OF THE FIVE RINGS: KOLAT ASSASSIN

Legend of the Five Rings		
Full Set (320 cards)	\$180.00	300.00
Booster Box (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

### ON THE EDGE

ATLAS GAMES 1994		
Full Set (269 cards)	\$125.00	200.00
Shooter Deck (60 cards)	7.00	9.00
Shooter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00
Asha Ryhar		
Constance D'Aubaine	2.25	3.00
Cyril Doros	3.50	5.00
Debra Gnierson	3.25	4.00
Harumi Shogaseimi	2.50	3.50

### CUT-UPS PROJECT: EXPANSION

ATLAS GAMES 1995		
Full Set (117 cards)	\$70.00	100.00
Shooter Deck (10 cards)	2.00	2.25
Booster Box (60 packs)	110.00	130.00
Andalusia	3.50	5.00
Jacob Brinkar	4.00	6.00
Cheap Baboon Trick	3.50	5.00
Eyeballs Drillbit	3.25	4.00
Rain of Walrus	2.50	3.50

### SHADOWS EXPANSION

ATLAS GAMES 1995		
Full Set (117 cards)	\$70.00	100.00
Shooter Deck (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

### STARVOLT POWER

LEER 1995		
Full Set (388 cards)	\$300.00	400.00
Shooter Deck (6 diff./62 cards)	\$8.00	10.00
Shooter Box (12 decks)	90.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00

### POWERCARDZ

CALLIBER GAMES SYSTEMS 1995		
Full Series 1 (120 cards)	\$40.00	60.00
Shooter Deck (Both Versions)	7.00	9.00
Shooter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

### PAGE

WHITE WOLF 1995		
Full Set (321 cards)	\$200.00	250.00
Shooter Deck (60 cards)	7.00	9.00
Shooter Box (10 decks)	70.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00

38 Special	75	1.25
3mm Semi-Auto Pistol	75	1.25
Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Allos	2.50	3.50
Alloporide	2.50	3.50
Allyan: Kaitiana	3.50	4.50
Amoral Howls-from-Soul	1.50	2.50
Anna Kimmick	3.50	4.50
Anna Eyes of the Sun-Peltrey	2.50	3.50
Antoine Teardrop	2.50	3.50
Attacking the Wyrm	75	1.25
Aura of Confidence	75	1.25
Aurora	3.50	4.50
Awe	75	1.25
Baler's Gaze	2.50	3.50
Banana Split	1.50	2.50
Bane Arrow	75	1.25
Battle Song	75	1.25
Beastmind	1.50	2.50
Bite	75	1.25
Black Spiral Dancer	1.50	2.50
Bleedwith	1.50	2.50
Blissful Ignorance	75	1.25
Black	75	1.25
Black and Smoke	1.50	2.50
Blasphemous Wind	2.50	3.50
Body Blow	75	1.25
Body Wreck	2.50	3.50
Bones of Shaker Mind	2.50	3.50
Bottlesup of Shaky Mac	3.50	4.50
Broken Limb	2.50	3.50
Bron: My: Fionn	3.50	4.50
Buggerhead	2.50	3.50
Burn Rush	1.50	2.50
Burrow	75	1.25
Caern Building	75	1.25
Calling a Champion	1.50	2.50
Carving Edge	75	1.25
Careful Strike	2.50	3.50

Carla Grissom	2.50	3.50
Carlsson Rush	1.50	2.50
Coffee	75	1.25
Comatous	2.50	3.50
Charging Bull	3.50	4.50
Chimera	75	1.25
Circular Attack	2.50	3.50
Close the Barn	2.50	3.50
Cockroach	75	1.25
Command Spirit	1.50	2.50
Coup de Grace	3.50	4.50
Crescent Moon	75	1.25
Crick Bummwangler	1.50	2.50
Critical Blow	1.50	2.50
Curse of Hatred	75	1.25
Deranged Makole	2.50	3.50
Dharma Burn	1.50	2.50
Diem	1.50	2.50
Disarm	75	1.25
Disembowelment	2.50	3.50
Distractions	75	1.25
Dodge	75	1.25
Drunken Revelry	2.50	3.50
Dry Gulch	1.50	2.50
Eater-of-Bears	1.50	2.50
Edgewalker	1.50	2.50
Elder Stone	2.50	3.50
Elder Vampire	3.50	4.50
Enrill Rand	2.50	3.50
Entrapment	1.50	2.50
Evide and Strike	1.50	2.50
Evan Heals-the-Past	1.50	2.50
Evason	1.50	2.50
Exorcism	75	1.25
Eyes of the Cobra	2.50	3.50
Eyes Gouged	1.50	2.50
Eyes-of-Frost	1.50	2.50
Faerie Man	2.50	3.50
Falcon	75	1.25
Fang Dagger	5.00	7.00
Fang Jumper	1.50	2.50
Fang Necklace of Fenris	1.50	2.50
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Faint	75	1.25
Fenris	1.50	2.50
Fenris' Bite	2.50	3.50
Flak Jacket	1.50	2.50
Flame Spirit	75	1.25
Flash Word	75	1.25
Flower of Aphrodite	2.50	3.50
Fomori	75	1.25
Fomori	75	1.25
Forceful Wind	1.50	2.50
Franny	2.50	3.50
Full Moon	75	1.25
Fur Gnarl	1.50	2.50
Furling	75	1.25
Gaffling Pest	35	75
Gaia's Vengeance	4.00	6.00
Gargoyl Ally	3.50	4.50
Garbage Food Poisoning	1.50	2.50
Gathering for the Departed	75	1.25
Geas	2.50	3.50
Gene-Hunts-the-Hunters	2.50	3.50
Gesar	1.50	2.50
Get Medieval	5.00	7.00
Gibbous Moon	75	1.25
Gift of the Porcupine	75	1.25
Glancing Blow	75	1.25
Glib Tongue	2.50	3.50
Golgol Fangs-First	3.50	4.50
Golf Mac Mouma	2.50	3.50
Grand Klave	3.50	4.50
Grandfather Thunder	1.50	2.50
Grazing Wound	75	1.25
Greater Banishment	3.50	4.50
Great Twice-Tongue	2.50	3.50
Griffest	2.50	3.50
Griffin	1.50	2.50
Grimfang	3.50	4.50
Growth-at-Moon	2.50	3.50
Guides-to-Truth	2.50	3.50
Gunnar Draughtbone	25.00	35.00
Hall Moon	75	1.25
Harmon Gloom	3.50	4.50
Head Wound	2.50	3.50
Heart of Fury	1.50	2.50
Hogling	75	1.25
Howard Koor	1.50	2.50
Hunting Party	1.50	2.50
Icy Chill of Despair	1.50	2.50
Impetuous	2.50	3.50
Inbred Disorder	1.50	2.50
Incense Sigil	2.50	3.50
Insightful Eyes	75	1.25

Ivan Korda	1.50	2.50
Jack Debitlangu	25.00	35.00
Jack's Curse	75	1.25
Jacky Genie	2.50	3.50
Jam Technology	1.50	2.50
Journey Onward	1.50	2.50
Journey to the East	75	1.25
Jubah	1.50	2.50
Julisha of the Thousand Masks	3.50	4.50
Justice Under Gao	1.50	2.50
Kelly Still Waters	25.00	35.00
Kinfolk - Environmental Activist	2.50	3.50
Kinfolk - Small Town Cop	2.50	3.50
Kinfolk - Soldier of Fortune	3.50	4.50
Kinfolk - TV Reporter	2.50	3.50
Kinfolk - Vetennanon	3.50	4.50
Kiatal Stargazer	25.00	35.00
Klave	2.50	3.50
Kneecapper	75	1.25
Knife Wind	3.50	4.50
Lamuron	3.50	4.50
Leadership Challenge	1.50	2.50
Legendary Leadership	1.50	2.50
Lesser Banishment	1.50	2.50
Leukippes	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Lost Lullaby	1.50	2.50
Lucky Blow	2.50	3.50
Luna's Armor	1.50	2.50
Lunch Links	2.50	3.50
Lunar Eclipse	3.50	4.50
Mama	3.50	5.00
Mangie	2.50	3.50
Man Cabrah	2.50	3.50
Marsur Wound	1.50	2.50
Masters of the Pack	3.50	4.50
Mattwin's Mourning	3.50	4.50
Melanch Blow	1.50	2.50
Messenger's Fortitude	75	1.25
Might of Thor	75	1.25
Mindpeak	1.50	2.50
Minnie Hide	2.50	3.50
Moon Bridge Escape	1.50	2.50
Moon Sign	2.50	3.50
Morgan the Unworthy	1.50	2.50
Morhu: High-Mountain	3.50	4.50
Mother Lamsa	3.50	4.50
Mother's Touch	1.50	2.50
Natasia Moon Chaser	1.50	2.50
Nature-Beon	1.50	2.50
Nephthys: Mu'at	2.50	3.50
Nerve Cluster	1.50	2.50
New Moon	75	1.25
No Escape	1.50	2.50
Northern Dronell	1.50	2.50
Order of Skulls	75	1.25
Off-Balance Attack	75	1.25
Osir: Mal Golech	25.00	35.00
Old Red Eagle	25.00	35.00
Old Storm-Chaser	3.50	4.50
Old Wolf of the Woods	25.00	35.00
Organ Puncture	1.50	2.50
Overextended Attack	75	1.25
Owl	1.50	2.50
Pack Defense	1.50	2.50
Passer	1.50	2.50
Peace of Nature	3.50	4.50
Pearl River	3.50	4.50
Pegasus	75	1.25
Pentax Forestry Team	1.50	2.50
Pentax Refinery	4.00	6.00
Persuasion	75	1.25
Piper The	2.50	3.50
Portable Computer	3.50	4.50
Prayer the Malformed	1.50	2.50
Progenitor Mage	3.50	4.50
Pumpkin Man	1.50	2.50
Quantar Teetmaker	1.50	2.50
Quoting the Litany	2.50	3.50
Ragunak	1.50	2.50
Rampuddle	1.50	2.50
Rat	75	1.25
Razer Claws	75	1.25
Reclaiming the Stolen	1.50	2.50
Remove God's Blessing	2.50	3.50
Removal and Fear	1.50	2.50
Rite of Glory	75	1.25
Rite of Investiture	3.50	4.50
Rite of Passage	75	1.25
Rite of Wisdom	75	1.25
Rite of Wounding	75	1.25
Ritual Challenge	75	1.25
Roar of Storms	2.50	3.50
Roar: Daily	3.50	4.50
Roll Over	75	1.25



## price guide

Roshen One-Arm	1.50	2.50
Run Like Hell	1.50	2.50
Running Creek	1.50	2.50
Samarit Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Sante Song	.75	1.25
Saving Face	.75	1.25
Scar Throat Leech-Killer	1.50	2.50
Scouring the Wym	1.50	2.50
Scroffing Alisson	1.50	2.50
Scrubber-Hives	2.50	3.50
Scream of Gao	1.50	2.50
Serenity	.75	1.25
Shaker	1.50	2.50
Shapeshift	1.50	2.50
Shedmate	1.50	2.50
Shogun Hunter Moon	25.00	35.00
Shogun	4.00	6.00
Shroud	.75	1.25
Shu Hous	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.50	2.50
Silver Record	.75	1.25
Simon Gentle	1.50	2.50
Singin' the Beast	1.50	2.50
Sister Judith Paws-of-Light	2.50	3.50
Sleazebird	4.00	6.00
Sneak Attack	2.50	3.50
Solus Softkiller	1.50	2.50
Solar Blow	.75	1.25
Son of Moonlight	2.50	3.50
Song Chasing	2.50	3.50
Song of Rage	.75	1.25
Song of the Great Beast	3.50	4.50
Spear of Deceit	2.50	3.50
Spine Crushed	2.50	3.50
Spine Drain	2.50	3.50
Spirit of the Fray	1.50	2.50
Splintail	1.50	2.50
Stag	.75	1.25
Stands Like Mountain	2.50	3.50
Staradown	.75	1.25
Sticky Paws	.75	1.25
Stinging Wound	.75	1.25
Stolen Writ	1.50	2.50
Stone of Xorn	.75	1.25
Surprise Ally	2.50	3.50
Surprise Attack	1.50	2.50
Survivor	2.50	3.50
Susan Anthony	2.50	3.50
Swaqe	.75	1.25
Syntax	1.50	2.50
Take the True Form	1.50	2.50
Taking the Death Blow	2.50	3.50
Tamout	1.50	2.50
Tant	.75	1.25
Teeth of Titanium	2.50	3.50
Telling Blow	.75	1.25
Thomas Kychna	2.50	3.50
Thunder Tiger	2.50	3.50
Tina Rowanree	1.50	2.50
Trackless Waste	.75	1.25
Tribe Alliance	1.50	2.50
Tribe War	3.50	4.50
True Fear	1.50	2.50
True Silverheels	2.50	3.50
Uktena	.75	1.25
Uktena Wymdoo	4.50	5.50
Umbral Escape	2.50	3.50
Umbral Quest	.75	1.25
Unicorn	.75	1.25
Victory Party	1.50	2.50
Virusin-Wym	1.50	2.50
Vital Blow	1.50	2.50
Volkheko Ibarun	1.50	2.50
Walks-with-Might	3.50	4.50
War Paint of Wobay Ohni	2.50	3.50
Wendigo	.75	1.25
Whelp-Body	2.50	3.50
Wind Across the Hills	1.50	2.50
Winter Wolf	1.50	2.50
Wisdom of the Seer	3.50	4.50
Wolf Walk	.35	.75
Wolf Spirit	.35	.75
Wym Skin	2.50	3.50

Wym Sloyer: Ronin Garou	3.50	4.50
Wym Tager	2.50	3.50
Yor Tymnach	25.00	35.00
Zochary Ellison	2.50	3.50

## UMBRAL: THE RAGE EXPANSION SET

Fall 1994

Full Set (90 cards)	40.00	60.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

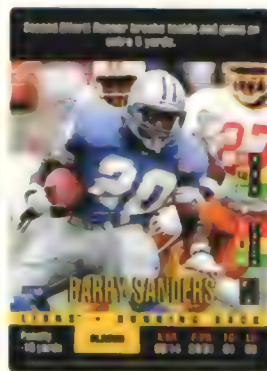
Alles Gateway	.75	1.25
Amarda Withers-in-Sun	1.50	2.50
Born-Blooded by the Council	2.50	3.50
Born-Born-from-Stone	1.50	2.50
Born to Nature	.15	.40
Burny Spirit	.15	.40
Coam of Awakening	.75	1.25
Coam of Bygone Visions	1.00	2.00
Coam of the Bloodst	.75	1.25
Coam of the Crescent Moon	.75	1.25
Coam of Ichijo Modoribashi	1.00	2.00
Coam of the Painted Sands	1.00	2.00
Coemssandra Shadow-Watcher	1.50	2.50
Coam of the Snow Leopard	.75	1.25
Coam of the Tin-Spiral	.75	1.25
The Council for Unusual Trade	.75	1.25
Coam of the Walking Dream	.75	1.25
Coam of the Weeping Daughter	1.00	2.00
Coam of the Western Eye	.75	1.25
Clashing	1.50	2.50
Close Gaurile	.75	1.25
Deep Journey	1.00	2.00
Drathos	.15	.40
Dreamspeaker Mage	3.00	5.00
Dr Stephen "Mindbender" Garrison	1.50	2.50
Enging	.15	.40
Foam Armor	1.50	2.50
Fast Shift	.75	1.25
Fireclaw	.75	1.25
Flux	10.00	15.00
Gateway of the Hyena	.15	.40
Gaurile Flux 1	.15	.40
Gaurile Flux 2	.15	.40
Gaurile Flux 3	.15	.40
Gaurile Flux 4	.15	.40
Guardian Spider	.15	.40
Glass Elemental	.15	.40
Heart of Midnight	2.50	3.50
Hypertion	.75	1.25
Jockally's Quest	.15	.40
Jannok	.15	.40
Jennifer Moon-Wizenod	1.00	2.00
Ka Spirit	1.50	2.50
Karikok Shaman	.25	.75
Laughs-of-Death	1.50	2.50
Legendary	10.00	15.00
Memory Ribbon	1.50	2.50
Moon Bridge Assault	.75	1.25
Moon Bridge Attack	.75	1.25
Mozzika	.15	.40
Nadia Wymdoo	.75	1.25
Noomi	1.50	2.50
Mezus Crowler	2.50	3.50
Nightmaster	1.50	2.50
Nightmare Coin	.75	1.25
Nochuma	.75	1.25
Opening of the Moonbridges	.75	1.25
Opening the Silver Window	.75	1.25
Pack Reprimand	4.50	5.50
Panagee	10.00	15.00
Parting the Velvet Curtain	.15	.40
Pattern Spider	.15	.40
Petrov Tzarovich	1.50	2.50
Phantassi	1.00	2.00
Phosae	.75	1.25
Power of the Ways	.25	.75
Purity of Spirit	.25	.75
Quest of Spirit	.15	.40
Quest of Valor	.15	.40
Reject	.15	.40
Redirected Attack	.75	1.25
Rule of Binding	.25	.75
Rule of Clinging	.25	.75
Rule of Radium Binding	1.50	2.50
Rule of the Returning	.75	1.25
Runs-without-Pack	1.50	2.50
Sap Spirit	.75	1.25
Seant of Distinction	.15	.40
Seeks-the-Truth	.75	1.25
Sees-through-Stars	1.00	2.00
Shap Sideways	1.50	2.50
Sargamine	.15	.40
Shakay Mac	2.00	3.00
Stormcrow	.75	1.25
Stuck Sideways	1.00	2.00

Summer Country	10.00	15.00
The Battleground	10.00	15.00
Umbral Fury	.75	1.25
Umbral Wave	2.00	3.00
Wahyu-Chin	1.50	2.50
The Wheel of Prah	.15	.40
World of Man	.15	.40
Wylstom	2.50	3.50
Wylstone	.75	1.25
Wyltling	.15	.40

## REDEMPTION

Fall 1994

Full Set (325 cards)	\$200.00	250.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (6 dual decks)	80.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00



## RED ZONE-BARRY SANDERS

## RED ZONE

Fall 1994

Full Set (336 cards)	200.00	275.00
Starter Deck (80 cards)	9.00	10.00
Starter Box Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

## SHADOWFIST

DAEDALUS GAMES 1995

Full Set (325 cards)	\$200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

## SMICITY

Fall 1994

Full Set (517 cards)	\$300.00	350.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

## SPELLFIRE

TSR 1994

Full 1st Edition Set (445 cards)	\$150.00	225.00
(Set price includes 25 booster exclusive cards)		
1st Edition Starter Deck (110 cards)	8.00	10.00
1st Edition Starter Box (6 dual decks)	450.00	60.00
1st Edition Booster Pack (15 cards)	1.25	1.50
1st Edition Booster Box (36 packs)	40.00	50.00
Full No Edition Set (400-Cards Only)	2.00	2.25
No Edition Starter Deck (55 cards)	•	•
No Edition Starter Box (10 decks)	•	•
No Edition Booster Pack	NONE	
Full 2nd Edition Set (420 cards)	140.00	200.00
2nd Edition Starter Deck (110 cards)	8.00	10.00
2nd Edition Starter Box (6 dual decks)	45.00	60.00
2nd Edition Booster Pack (15 cards)	1.50	1.75
2nd Edition Booster Box (36 packs)	50.00	60.00

Invisibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Patron of Firebreathing	1.50	2.50
Siege	1.50	2.50
Sout	1.50	2.50

## ARTIFACTS EXPANSION

Fall 1994

Full Set (100 cards)	60.00	80.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

## HAVERLOFT EXPANSION

Fall 1994

Full Set (100 cards)	\$80.00	110.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00
Castle Ravenloft	1.50	2.50
Headless Horseman	1.50	2.50
High Master Illithid	1.50	2.50
Isle of Terror	1.50	2.50
Ring of Regeneration	1.50	2.50

## DRAGONLANCE EXPANSION

Fall 1994

Full Set (125 cards)	\$75.00	100.00
(Set price includes 25 booster-exclusive cards)		
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

Bupu's Emerald	1.50	2.50
Hazy Image	1.50	2.50
Inn of the Last Home	1.50	2.50
Krynn Minutemen	1.50	2.50
Tasslehoff Burroft	1.50	2.50

## FORGOTTEN REALMS

Fall 1994

Full Set (125 cards)	\$90.00	130.00
(Set price includes 25 booster-exclusive cards)		
Booster Pack (15 cards)	2.75	3.50
Booster Box (36 packs)	75.00	90.00
Blackstaff Tower	1.50	2.50
Dragon Slayer	1.50	2.50
Shadow Engines	1.50	2.50
Tablets of Fate	1.50	2.50
Word of Recall	1.50	2.50

## STAR OF THE GUARDIANS

Fall 1994

Full Set (325 cards)	\$70.00	100.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	80.00	100.00
Booster Pack (14 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

Aetheris Fate	2.50	3.50
Cult Following Modifier	1.50	2.50
Cloymore Bombers Squadron	2.50	3.50
Special System Timer	1.50	2.50
Xriss and May Force 7 Personnel	3.50	5.00

## STAR QUEST: THE

REGENCY WARS

Fall 1994

Full Set (325 cards)	\$250.00	375.00
Starter Deck (50 cards)	58.00	10.00
Starter Box (10 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

## STAR TREK: THE NEXT

GENERATION LIMITED

Fall 1994

Cards are black bordered.		
Full Set (360 cards)	\$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	8.00	12.00
Booster Box (36 packs)	250.00	400.00
Unlabeled Singles	30	60
Albert Einstein	5.00	8.00
Alexander Rozhenko	1.25	2.00
Alidar Iarok	5.00	8.00
Alien Abduction	.75	1.50
Alien Encrope	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nechayev	4.00	6.00
Alyssa Ogawa	1.25	2.00
Amenda Rogers	1.50	2.50
Amme	1.25	2.00
Anaphasic Organism	.75	1.50
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Armus - Skin of Evil	8.00	12.00
Asteroid Sanctuary	.75	1.50
Auto-Destruct Sequence	1.50	2.50
Avent Disaster	4.00	6.00
B Etor	10.00	15.00
B Jik	.75	1.50
Ba'el	2.75	3.00
Baran	.75	1.50
Barney's Protoplasmic Disease	6.00	10.00
Benjamin Maxwell	.75	1.50
Betrized GHT Box	8.00	12.00



Beverly Crusher	18.00	25.00	Jo'Bail	1.25	2.00	Science Vessel	75	1.50	Starter Box (15 dual decks)	90.00	100.00
Bolton	2.25	3.00	Juggler, The	75	1.50	Secret Salvage	1.50	2.50	Booster Pack (12 cards)	2.75	2.75
Box	1.25	2.00	K'Ehryr	7.00	10.00	Seek Lifeform	3.50	5.00	Booster Box (36 packs)	80.00	95.00
Borg Ship	12.00	20.00	K'Jacek	75	1.50	Sela	10.00	15.00			
Bynars Weapon Enhancement	7.00	10.00	K'Tal	75	1.50	Shaka: When the Walls Fell	1.50	2.50			
Choloth	75	1.50	K'Vada	1.25	2.00	Shelby	7.00	10.00			
Cloaked Mission	1.50	2.50	K'Wess	6.00	10.00	Sir Isaac Newton	8.00	12.00			
Cosmic String Fragment	1.25	2.00	Kareel Odan	75	1.50	Sirra Korram	1.50	2.50			
Covert Installation	75	1.50	Kirgan	5.00	8.00	Soren	1.50	2.50	Full Set (210 cards)	590.00	150.00
Covert Rescue	75	1.50	Kell	1.50	2.50	Spacedock	75	1.50	Starter Deck (55 cards)	7.00	8.00
Cross	8.00	12.00	Kevin Unbridge	1.50	2.50	Static Warp Bubble	75	1.50	Starter Box (12 decks)	65.00	80.00
Crystalline Entity	6.00	8.00	Kharata	8.00	12.00	Strategic Diversion	1.25	2.00	Booster Pack (8 cards)	1.25	1.75
Cultural Observation	3.50	5.00	Khomer Research	3.50	5.00	Study "Hole in Space"	3.25	4.00	Booster Box (60 packs)	75.00	100.00
Cytherans	4.00	6.00	Kivas Fara-Collector	2.25	3.00	Study, onika Pulsar	3.50	5.00			
Danan Wallace	75	1.50	Klog	75	1.50	Study, Nebula	3.50	5.00			
Data	30.00	40.00	Kle'eg	75	1.50	Study Plasma Streamer	75	1.50			
Deanna Troi	20.00	30.00	Klingon Death Yell	6.00	10.00	Study Stellar Collision	75	1.50			
Devil, The	7.00	10.00	Klingon Right of Vengeance	75	1.50	Subspace Schism	75	1.50			
Devorian Ral	1.50	2.50	Konnel	75	1.50	Supernova	7.00	10.00			
Devotas	8.00	12.00	Korai	75	1.50	Survey Mission	4.00	6.00			
Diplomacy Mission	75	1.50	Korath	1.50	2.50	T'Pan	1.50	2.50			
Distortion: Field	1.50	2.50	Korras	1.50	2.50	Talbak	1.25	2.00			
Distortion of Continuum	2.25	3.00	Knos Suppression	75	1.50	Team Titanus	6.00	10.00			
Dixak	1.50	2.50	Kromer	75	1.50	Torellian Plague Ship	1.50	2.50			
Dr. La Forge	5.00	7.00	Ktanan Game	4.00	6.00	Tosha Yar	10.00	15.00			
Dr. Leah Brahms	5.00	7.00	Kurek	5.00	8.00	Tebak	1.25	2.00			
Dr. Reyga	75	1.50	Kurian Naikos	8.00	12.00	Telepathic Alien Kidnappers	2.25	3.00			
Dr. Selar	1.50	2.50	Kurn	7.00	10.00	Temporal Causality Loop	4.00	6.00			
Dukath	1.50	2.50	L'Kor	1.25	2.00	Temporal Rift	1.50	2.50			
Duras	8.00	12.00	Leah Brahms	5.00	8.00	Test Mission	1.25	2.00			
E-Adrel Creature	1.50	2.50	Life-Farm Scan	1.50	2.50	The	75	1.50			
Energy Vortex	75	1.50	Long-Range Scan	75	1.50	Thomas Riker	12.00	18.00			
Engineering Kit	1.50	2.50	Lore Returns	8.00	12.00	Thought Maker	10.00	15.00			
Enc. Pressman	75	1.50	Lore's Fingemal	7.00	10.00	Time Travel Pod	5.00	8.00			
Etna Jai	1.50	2.50	Lursa	10.00	15.00	Toby Russell	75	1.50			
Evacuation	1.50	2.50	Luxanna Troi	8.00	12.00	Tokath	1.50	2.50			
Evaluate Terraforming	4.00	6.00	Mathemchal Society	75	1.50	Tomalak	7.00	10.00			
Examp	1.25	2.00	McKington	1.50	2.50	Taq	1.25	2.00			
Explore Black Cluster	2.50	3.50	Medical Relief	3.50	5.00	Torak	1.50	2.50			
Explore Dyson Sphere	3.50	5.00	Medical Recorder	1.25	2.00	Toral	1.25	2.00			
Explore Tiphone Expanse	3.25	4.00	Mendaki	6.00	10.00	Toreth	6.00	10.00			
Expose Covert Supply	1.50	2.50	Mendon	75	1.50	Torin	75	1.50			
Extraction	5.00	8.00	Menithar Booby Trap	75	1.50	Tox Uthar	8.00	12.00			
Federation Outpost	1.25	2.00	Mercenary Ship	2.25	3.00	Transwrap Conduit	1.25	2.00			
Fek'Ihr	1.50	2.50	Metaphasic Shields	75	1.50	Traveler: The Transcendence	2.25	3.00			
Female's Love Interest	75	1.50	Microvirus	75	1.50	Treaty Federation/Klingon	75	1.50			
Firestorm	75	1.50	Mirok	1.50	2.50	Treaty Federation/Romulan	75	1.50			
First Contact	1.50	2.50	Morag	75	1.50	Treaty Romulan/Klingon	75	1.50			
Fleet Admiral Shanthi	1.50	2.50	Morgan Bateson	5.00	8.00	Tsolkovsky Infection	4.00	6.00			
Full Planet Scan	2.25	3.00	Mot the Barber	1.50	2.50	Two-Dimensional Creatures	2.25	3.00			
Gaps in Normal Space	1.25	2.00	Movar	1.50	2.50	U.S.S. Brittain	8.00	12.00			
Genetonic Replicator	2.25	3.00	N'Vek	1.25	2.00	U.S.S. Enterprise	30.00	50.00			
Geordi La Forge	18.00	25.00	Naglum	6.00	8.00	U.S.S. Excelsior	1.50	2.50			
Gilush	75	1.50	Nanites	75	1.50	U.S.S. Galaxy	1.50	2.50			
Goddess of Empathy	5.00	8.00	Narik	2.25	3.00	U.S.S. Hood	8.00	12.00			
Gorta	75	1.50	Nauticans	75	1.50	U.S.S. Phoenix	8.00	12.00			
Gowron	12.00	18.00	Near-Warp Transport	1.25	2.00	U.S.S. Sutherland	2.50	3.50			
Granitic Mine	1.50	2.50	Necia Daren	8.00	12.00	U.S.S. Yamato	8.00	12.00			
Hadronia	8.00	12.00	Nero	75	1.50	Vagh	1.50	2.50			
Hannali Bates	1.25	2.00	Neural Sense Device	1.50	2.50	Voran-T Disruption	8.00	12.00			
Holo-Projectors	1.25	2.00	New Contact	3.50	5.00	Vash	8.00	10.00			
Hologram Ruse	1.50	2.50	Nikolai Rozhenko	1.50	2.50	Vulkan Mindmeld	1.25	2.00			
Honor Challenge	5.00	8.00	Nitrium Metal Parasutes	2.25	3.00	Vulkan Stone of Gol	12.00	18.00			
Horga'in	12.00	18.00	Norah Sate	1.50	2.50	Warp Core Breach	3.50	5.00			
Hugh	12.00	18.00	Nu'Daq	1.50	2.50	Wesley Crusher	18.00	25.00			
Hunt for DNA Program	3.50	5.00	Null Space	1.50	2.50	Where No One Has Gone Before	75	1.50			
Husnock Ship	2.25	3.00	Nutritional Shields	1.25	2.00	William T. Riker	20.00	30.00			
Hyper-Aging	1.50	2.50	Ocem	2.25	3.00	Wind Dancer	4.00	6.00			
I.K.C. Bortas	8.00	10.00	Palor Toff-Alien Trader	75	1.50	Wolf	20.00	30.00			
I.K.C. Bunk	7.00	10.00	Pardek	2.25	3.00	Wormhole	75	1.50			
I.K.C. Hegh'ta	7.00	10.00	Param	1.50	2.50	Wormhole Negotiations	4.00	6.00			
I.K.C. K'Vor	1.50	2.50	Pamthe Fountain	75	1.50	Zibarian Transport	75	1.50			
I.K.C. Pagh	7.00	10.00	Pegasus Search	3.50	5.00						
I.K.C. Qu'Var	7.00	10.00	Phased Matter	75	1.50						
I.K.C. Yor'Cha	75	1.50	Pl	5.00	8.00						
I.K.C. Vom	75	1.50	Plunder Site	1.50	2.50						
Ironic Investigation	3.50	5.00	Portal Guard	1.25	2.00						
Iranian Computer Weapon	75	1.50	Q	10.00	15.00						
Impossible Door	75	1.50	Q2	3.50	5.00						
Incoming Message-Federation	3.25	4.00	Radioactive Garbage Scow	1.50	2.50						
Incoming Message-Klingon	2.25	3.00	Raise the Strikes	1.25	2.00						
Incoming Message-Romulan	2.25	3.00	Rebel Encounter	1.50	2.50						
Interphase Generator	8.00	12.00	Reginald Barkley	8.00	12.00						
Investigate Alien Probe	4.00	6.00	Relief Mission	1.25	2.00						
Investigate Disappearance	4.00	6.00	REN Fatigue Hallucinations	2.25	3.00						
Investigate Disturbance	4.00	6.00	RESQ	75	1.50						
Investigate Massacre	4.00	6.00	Restore Errant Moon	2.25	3.00						
Investigate Raid	3.50	5.00	Richard Galen	5.00	8.00						
Investigate Rogue Comet	3.25	4.00	Riva	1.50	2.50						
Investigate "Shattered Space"	3.50	5.00	Ro Laren	8.00	12.00						
Investigate Sighting	2.50	3.50	Roga Donar	10.00	15.00						
Investigate Time Continuum	3.50	5.00	Rumabout	75	1.50						
Ishtar Yar	2.25	3.00	Sarek	10.00	15.00						
Jaglan Shrek-Information Broker	5.00	8.00	Satenko	4.00	6.00						
Jean-Luc Picard	40.00	60.00	Sarthong Plunder	3.25	4.00						
Jenna D'Sora	1.50	2.50	Sarek	7.00	10.00						

Starter Box (15 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.75	2.75
Booster Box (36 packs)	80.00	95.00

TOWERS IN TIME		
Full Set (210 cards)	590.00	150.00
Starter Deck (55 cards)	7.00	8.00
Starter Box (12 decks)	65.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	75.00	100.00

ULTIMATE COMBAT!		
Full Set (150 cards)	575.00	110.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	3.00
Booster Box (36 packs)	70.00	90.00

Beijing Blitz	1.50	2.50
Bolan	3.50	5.00
Inferno Round Kick	4.00	6.00
Mask of Genghis Kahn	3.50	5.00
Psychic Nova	2.50	3.50

VAMPIRE: THE ETERNAL STRUGGLE		
Full Set (436 cards)		
Booster Pack (19 cards)		
Booster Box (36 packs)		

WILDSTORMS		
Full Set (315 cards)	\$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	75.00	95.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00



WING COMMANDER-MANEUVER		
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WING COMMANDER		
Full Set (310 cards)	\$180.00	250.00
Booster Packs (15 cards)	2.00	3.00
Booster Box (36 packs)	90.00	110.00

WYVERN		
Full Premiere Set (135 cards)	\$300.00	400.00
Full Limited Set (239 cards)	350.00	450.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	75.00	125.00
Booster Pack (15 cards)	2.25	3.25
Booster Box (36 packs)	80.00	125.00

Gold Card	75.00	150.00
Pick a Treasure	75	1.50
Secret Treasure	75	1.50
Silver Card	40.00	60.00
Wyvern	75	1.50

PHOENIX EXPANSION		
U.S. GAME SYSTEMS 1995		
Full Set (90 cards)	\$50.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	85.00	95.00

### STAR TREK: THE NEXT GENERATION UNLIMITED

Cards are white bordered		
Full Set (363 cards)	\$225.00	300.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	80.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Single Cards	0.25-0.35x	Limited Prices

### SUPER DOKU

Full Set (160 cards)	\$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00
Booster Pack	NONE	

### TOP OF THE ORDER

DONROSS 1995		
Full Set (336 cards)	\$200.00	275.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00

price guide

# INQUEST

## checklists



### LEGEND OF THE FIVE RINGS

Full Set (305 cards)

Rty: Rarity R: Rare U: Uncommon C: Common

Artist	Abbreviation	Artist	Abbreviation
Wackwitz & Daily	W&D	Stacy Fitz	Sfi
Pete Garcia	PGa	Bryan Wackwitz	BWa
Bob Hobbs	BHo	Brad McDermitt	BMD
KC Lancaster	KCL	Robin Wood	RWo
Christina Wald	CWa	Carl Frank	Cfr
Matt Busch	MBu	Craig Maher	CMa
Stacy Drum	SDr	Will O'Conner	WOC
Wackwitz & Grabski	W&G	Diana Vick	DVi
Matthew D. Wilson	MDW	Heather Bruton	HBr
Kevin Ward	KWa	Randy Elliot	REI
David Trowbridge	DTri	Bonnie Hill	BHi
Eric Anderson	EAn	Ellynn Siroc	ESi
April Lee	ALe	C Siegenthaler	CSi
David Bolt	DBo	Steve Morales	SMo

### Stronghold

War Fortress of the Crab	RGa
Esteemed House of the Crane	DSh
Mountain Keep of the Dragon	MDw
Ancestral Home of the Lion	W&G
Sacred Temple of the Phoenix	MRA
Provincial Estate of the Unicorn	MPo

Rty	Name	Artist
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### Actions

R	Ambush	W&D
R	Avoid Fate	Sfi
R	Be Prepared to Dig Two Graves	PGa
R	Blackmail	BWa
U	Blazing Arrows	BHo
C	Block Supply Lines	BMc
R	Bountiful Harvest	KCL
U	Breach of Etiquette	RWo
C	Break Morale	REm
C	Brilliant Victory	REm
C	Careful Planning	CWa
C	Charge	Cfr
C	Contentious Terrain	KCL
U	Counter Attack	MBu
C	Deadly Ground	BHo
R	Debt of Honor	RWo
C	Dispersive Terrain	KCL
R	Egg of P'an Ku	SVC
C	Encircled Terrain	KCL
C	Ensnapping Terrain	REm
R	Evil Portents	M
U	Explosives	BHo
R	Feign Death	CWa
R	Feint	SDu
U	Flight of the Dragons	WOC
R	Focus	MTe
U	Frenzy	W&D
R	Gensho Assassin	SEv
C	Honorable Seppuku	W&G
C	Iaijutsu Challenge	SDu
C	Iaijutsu Duel	QHo
C	Intersecting Highways	BMc

R	Investigation	BWa
R	Karmic Strike	REm
R	Kolat Assassin	RSp
U	Kolat Infiltrator	DVi
R	Kolat Master	WOC
U	Legendary Victory	MPo
U	Maries a Barbarian	RWo
U	Martyr	KMa
C	Meditation	W&G
R	Mercy	REm
U	Ninja Thief	MBu
C	Oath of Fealty	KCL
C	Oath of Territory	REm
R	Outflanked	PGa
R	Poisoned Weapon	RSp
C	Rally Troops	EAn
C	Rallying Cry	WOC



### RALLYING CRY

R	Refuse Advantage	PGa
C	Remorseful Seppuku	EAn
R	Resist Magic	MPo
U	Retreat	PGa
U	Ring of Air	MDw
U	Ring of Earth	MDw
U	Ring of Fire	MDw
U	Ring of Void	MDw



### RING OF VOID

U	Ring of Water	MDw
U	Shady Dealings	W&G
U	Shame	CWa
R	Sneak Attack	DTri
U	Strength of Puny	SVC
C	Superior Tactics	PGa

R	Test of Honor	DVi
C	Traversable Terrain	REm
U	Way of Deception	BHi

### Events

U	Alliance	EAn
R	Bloom of the White Orchid	EAn
U	Bon Festival	ESi
R	Celestial Alignment	EAn
R	Chrysanthemum Festival	ALe
R	Dead Walk the Earth	W&G
R	Emergence of the Tortoise	QHo
U	Emperor's Peace	KCL
U	Evil Feeds Upon Itself	RGa
U	Glimpse of the Unicorn	SEv
U	Hurricane	CSi
R	Imperial Gift	MRA
R	Imperial Quest	EAn
R	Inheritance	KCL
R	Iris Festival	CWa
U	Occult Murders	RSp
U	Peasant Revolt	SDu
U	Plague	DBo
R	Proposal of Peace	DVi
R	Rise of the Phoenix	QHo
R	Solar Eclipse	DBo
U	Test of Stone	BHo
R	Test Of the Emerald Champion	RWo
U	Unexpected Allies	REm

### Holdings

U	Barbican	SDu
C	Black Smith	MBu
C	Copper Mine	SMo
U	Dance Troupe	HBo
U	Diamond Mine	DTri
C	Famous Poet	BHi
U	Fantastic Gardens	KCL
C	Forest	KMa
R	Forgotten Tomb	RWo
R	Fort on the Bhi	MPo
C	Go Master	CWa
C	Gold Mine	SFi
C	Hawks and Falcons	QHo
R	Imperial Acrobats	BHi
C	I Mine	CSi
C	Jade Works	DVi
C	Market Place	NLe
R	Master of the Tea Ceremony	CWa
U	Master Smith	W&G
C	Moat	BMc
R	Ninja Stronghold	WOC
R	Oracle of the Earth	REI
R	Oracle of Fire	KMa
R	Oracle of Water	ALe
R	Oracle Of Wind	QHo
C	Pearl Divers	ALe
C	Port	KWa
C	Retired General	W&G
U	Sacrificial Altar	EAn
U	Sake Works	REm
C	Sanctified Temple	KMa
R	School of Wizardry	ESi
C	Silver Mine	EAn
C	Small Farm	EAn
C	Stables	HBo
U	Temple of the Ancestors	MKi
U	Trade Route	EAn
C	Unscalable Walls	DTri

### Items

R	Ancestral Sword of the Crab	W&G
R	Ancestral Sword of the Crane	RWo
R	Ancestral Sword of the Dragon	W&G
R	Ancestral Sword of the Lion	MKi
R	Ancestral Sword of the Phoenix	W&G
R	Ancestral Sword of the Unicorn	HBo
U	Armour of Sun-Tao	BSn
U	Armour of the Golden Samurai	BSn
C	Blood Sword	DSh
U	Climbing Gear	MPo

C	Crystal Katana	RWo
R	Deafening War Drums of Fu'Lang	JCa
U	Dragon Helm	WOC
R	Fan of Command	MPo
C	Jade Bow	BSn
R	Jade Hand	BHo
U	Mask of the Oni	DBo
C	Naginata	RAI
R	Night Medallion	DGa
C	Shunken of Serpents	ESi
U	Star of Laramun	NLe
R	Terrible Standard of Fu'Lang	JCa
U	Mists of Illusion	HBo
R	Reflective Pool	DVi
U	Secrets on the Wind	NLe
C	Summon Faeries	SVC
U	Summon Undead Champion	DBo
R	Summon Swamp Spirits	JMy
R	Torrential Rain	SDu
U	Touch of Death	ESi
U	Walking the Way	QHo
C	Wind Born Speed	CWa
U	Winds of Change	HBo
C	Wings of Fire	SVC

### Spells

U	Animate Dead	DBo
C	Biting Steel	DTri
C	Call Upon The Wind	KWa
C	Castle of Water	ESi
R	Clock of Night	BHi
U	Counterspell	CSi
U	Earthquake	BHo
U	Elemental Ward	CWa
C	Energy Transference	DBo
U	Fires of Purity	RGa
R	Fist of Osano Wo	KWa
R	Heart of the Inferno	KMa
R	Immortal Steel	BHo
C	Lightning	RGa
C	Look into the Void	QHo
U	Mists of Illusion	HBo
R	Reflective Pool	DVi
U	Secrets of the Wind	NLe
C	Summon Faeries	SVC
U	Summon Swamp Spirits	JMy
R	Summon Undead Champion	DBo
R	Torrential Rain	SDu
R	Touch of Death	ESi
U	Walking the Way	QHo
C	Wind Born Speed	CWa
U	Winds of Change	HBo
C	Wings of Fire	SVC

### Followers

R	Apprentice	ALe
C	Archers	AMa
U	Battering Ram Crew	DTri
R	Fire Breather	BHo
R	Foxwife	HBo
R	Gaijin Mercenaries	MTe
C	Goblin Chickers	WOC
C	Goblin Mob	MDw
U	Greater Mujina	CSi
R	Hawk Riders	SVC
U	Heavy Cavalry	BHo
U	Heavy Infantry	SDu
C	Lesser-Mujina	CSi
C	Light Cavalry	W&D
C	Light Infantry	KWa
U	Marsh Troll	REI
C	Medium Cavalry	RGa
C	Medium Infantry	MRA
U	Naga Bowmen	REI
C	Naga Bushi	RGa
U	Naga Spearmen	WOC
U	Ninja Genin	RGa
R	Personal Champion	BHo
U	Rolling Bushi	REI
C	Rolling Pack	REI

R	Samurai Cavalry	WOC
R	Samurai Warriors	MPo
C	Scout	REm
R	Scribe	HBu
R	Shadow Samurai	RGa
C	Skeleton Troops	SDu
C	Spearmen	PGa
R	Spirit Guide	RAI
U	Wym Riders	DBo
U	Zombie Troops	RGa

Rty Name	Personality	Artist
<b>Personalities</b>		
U Crab Berserker	Hida Amoro	RSp
R Crab Champion	Hida Kisado	MDw
C Crab Samurai	Hida Sukune	AMa
C Crab Samurai	Hida Tampako	BSn
U Crab Cavalry Leader	Hida Tsuru	MTe
R Crab Hero	Hida Yakomo	MDw
R Crab Oni	Hida Yakomo	RSp
U Crab Shugenja	Kuni Yori	AMa
C Crab Willy Trader	Yasuki Taka	AKi
U Crane Shugenja	Asahina Tamako	DSH
C Crane Shugenja	Asahina Tamo	EAn
C Crane Samurai	Daidoji Uji	MPo
R Crane Champion	Doji Hotaru	DSH
C Crane Samurai	Doji Yasai	SVC
R Crane Iajitsu Master	Katiko Toshimoko	JBa
U Crane Master Orator	Katiko Yano	YBa
R Crane Liaison	Katiko Yoshi	AlE
U Crane Negotiator	Katiko Yuri	RWb
C Dragon Shugenja	Agasha Tamori	REI
R Dragon Justicar	Katsuki Yasu	PSH
C Dragon Samurai	Muramoto Daini	RGa
C Dragon Samurai	Muramoto Hitom	MDw
U Dragon Samurai	Muramoto Sukune	BSn
R Dragon Beast-Man	Togashi Hoshi	BWb
U Dragon Tattooed-Man	Togashi Mits	B&D
R Dragon Champion	Togashi Yukuni	MDw
U Dragon Shugenja	Togashi Yoshi	KMe
U Lion Revered Sensei	Akado Kage	AMa
R Lion Samurai	Ikoma Ujiaki	CRu
C Lion Shugenja	Kitsu Toju	SVC
U Lion Samurai	Matsu Agatoki	B&G
C Lion Samurai	Matsu Gohei	WOC
U Lion Beasmaster	Matsu Imura	QHo
R Lion Champion	Matsu Tsuka	BSn
C Lion Samurai	Matsu Yojo	SVC
R Phoenix Interrogator	Asako Yasu	AKi
U Phoenix Master of Void	Isawa Koede	SVC
U Phoenix Master of Earth	Isawa Todaka	DGe
U Phoenix Master of Water	Isawa Tumo	DBo
R Phoenix Master of Fire	Isawa Tsuke	QHo
C Phoenix Master of Air	Isawa Uono	KCI
C Phoenix Samurai	Shiba Katsudo	MRa
C Phoenix Samurai	Shiba Tsukune	RAI
R Phoenix Champion	Shiba Ujimitsu	RAI
R Scorpion Seductress	Bayushi Kachiko	MDw
R Scorpion Samurai	Bayushi Togai	WOC
C Unaligned	Air Dragon	DSH
R Fallen Lion Champion	Akado Tatsu	RGa
U Explosive Master	Althundra Comejo	EAn
R Unaligned Samurai	Doinyu	BSn
R Unaligned	Dragon of Fire	DBo
R Unaligned	Earth Dragon	MDw
C Unaligned Samurai	Ginawa	B&G
C Unaligned Goblin	Goblin Warmonger	MDw
C Unaligned Shugenja	Heichi Chokei	JBa
C Unaligned Samurai	Hiso	JCa
R Unaligned	Ki-Rin	KCI
U Unaligned	Kolat Servant	CRu
C Unaligned Oni	Kyoso So Oni	DBo
U Ninja Assassin	Matsu Hitoru	B&D
C Unaligned Arbitrator	Miya Yoto	RWb

C Unaligned	War Machine of Feng'Lon	BSn
C Unaligned Samurai	Marito	AMa
C Unaligned Shugenja	Marito Tokai	KMe
C Unaligned Shugenja	Marito Wakiza	B&W
C Unaligned Samurai	Moto Tsume	B&W
R Naga	Naga Abomination	REI
C Naga	Naga Shugenja	ISp
C Naga	Naga Warlord	MDw
R Grand Master of the Elements	Naka Kuro	RWb
C Unaligned Shugenja	Necromancer	B&W
U Ninja	Ninja Shapeshifter	RSp
C Ninja	Ninja Spy	KMe
U Unaligned	Ogre Bushi	CFr
R Unaligned Oni	Oni no Akuma	B&W
U Unaligned Oni	Oni no Shikibu	DGe
U Unaligned Oni	Oni no Tsuburu	RSp
C Unaligned Samurai	Sanzo	DSH
U Hungry Spirit	Shuten Doji	SMo
R Unaligned	The Demon Bride	SMo
R Unaligned Samurai	Toku	SDu
R Unaligned	Void Dragon	WOC
R Unaligned	Water Dragon	REI
R Undead Shugenja	Yogo Junzo	B&W
C Unaligned Shugenja	Yotsu Seiki	RSp
C Unicorn Shugenja	Horiuchi Shoon	SVC
R Unicorn Diplomat	Ido Tadoji	BWb



IUCHI DAIYU

U Unicorn Shugenja	Iuchi Daiyu	PSH
U Unicorn Shugenja	Iuchi Karesu	RSp
R Unicorn Shugenja	Iuchi Takaoi	AlE
C Unicorn Battle Maiden	Otake Kamoko	WOC
U Unicorn Samurai	Shinjo Hanani	DGe
C Unicorn Samurai	Shinjo Yasamuro	MRa
R Unicorn Champion	Shinjo Yakatsu	MTe



## STAR TREK: THE NEXT GENERATION- ALTERNATE UNIVERSE

Full Set (122 cards)

Rarity	Affiliation
R Rare	F Federation
U Uncommon	K Klingon
C Common	R Romulan
	N Non-aligned

Name	Type	Aff	Rty
Agar	Personnel	N	U
Alien Labyrinth	Dilemma	C	
Alternate Universe Door	Doorway	C	
Anti-Matter Spread	Interrupt	C	
Barclay Transport Phobia	Interrupt	U	
Bayon Buildup	Event	C	
Berlingoff Rasmusson	Personnel	N	R

Beverly Picard	Personnel	F	R
Borath	Personnel	N	U
Brain Drain	Interrupt	U	
Brute Force	Mission	K	R
Captain's Log	Event	U	
Cardassian Trap	Dilemma	U	
Coalescent Organism	Dilemma	R	
Commander Tomalak	Personnel	R	R
Compised Mission	Mission	RK	R
Conundrum	Dilemma	C	
Countermanda	Interrupt	C	
Crysolite	Artifact	K	
D'Tan	Personnel	R	U
Dato's Head	Artifact	R	
Dathon	Personnel	N	R
Dead in Bed	Interrupt	U	
Decius	Ship	R	R
Destroy Radioactive Gorgabe Scow	Interrupt	C	
Deviation Door	Doorway	R	
Deviation Foragers	Interrupt	C	
Diplomatic Conference	Mission	FKR	
Echo Papa 607 Killer Drone	Equipment	R	
Edo Probe	Dilemma	U	
Edo Vessel	Ship	M	R
Empathic Echo	Dilemma	C	
Engage Shuttle Operations	Event	U	
Eyes in the Dark	Interrupt	C	
Ferengi Attack	Dilemma	C	
FGC-47 Research	Mission	FKR	
R	Interrupt	C	
Fire Sculptor	Mission	FKR	
Fissure Research			
R			
Frame of Mind	Dilemma	U	
Future Enterprise	Ship	F	V
Gomtu	Ship	N	R
Governor Warf	Personnel	K	R
Psil	Interrupt	C	
Hidden Entrance	Dilemma	C	
Howard Heirloom Candle	Interrupt	C	
Hurnuhumunukunukupu'o'a	Interrupt	C	
Hunter Gangs	Dilemma	C	
I.K.C. Fek'lar	Ship	K	R
I.K.C. K'Ratak	Ship	K	C
L.P. Scanner	Equipment	C	
Ion Andrew Trai	Personnel	F	R
Iconian Gateway	Artifact	R	
Inc. Message: Attack Author.	Interrupt	U	
Interphasic Plasma Creatures	Dilemma	C	



MONTGOMERY SCOTT

Interrogation	Event	R
Intruder Force Field	Event	U
Isabella	Interrupt	U
Jack Crusher	Personnel	F
Jamoharon	Interrupt	C
K'mtar	Personnel	K
Kevin Uxbridge: Convergence	Interrupt	C
Klim Dokachin	Event	U
La Forge Maneuver	Interrupt	U

Lokanta	Personnel	N	U
Latinum Payoff	Interrupt	C	
Lower Decks	Event	U	
Li.(i.g.) Picard	Dilemma	F	U
Major Rakal	Personnel	R	R
Malfunctioning Door	Dilemma	C	
Maman Picard	Dilemma	U	
Maques	Personnel	N	U
Micky D.	Personnel	N	U
Montgomery Scott	Personnel	F	C
Mot's Advice	Event	U	
Neutral Outpost	Outpost	C	
Ophidian Cone	Artifact	R	
Outpost Raid	Dilemma	C	
Parallel Romance	Dilemma	U	
Particle Scattering Field	Event	C	
Paul Rice (holo re-creation)	Personnel	F	U
Phaser Burns	Interrupt	C	
Punishment Zone	Dilemma	C	
Qualar II Zenezvous	Mission	N	U
Quantum Singularity Lifeforms	Dilemma	U	
Quash Conspiracy	Mission	R	
Rachel Garrett	Personnel	F	R
Rascals	Dilemma	U	
Receptacle Stone	Artifact	R	
Rescue Captives	Interrupt	U	
Rossikan Flute	Artifact	R	
Rounin	Mission	F	R
Revolving Door	Event	R	
Richard Callisto	Personnel	F	U
Risa Shore Leave	Mission	F	R
Rishon Uxbridge	Event	C	
Romulan Ambush	Interrupt	U	
Royale Casino: Blackjack	Dilemma	U	
Samuel Clemens' Pocketwatch	Artifact	R	
Security Sacrifice	Interrupt	C	
Seize Wesley	Interrupt	R	
Senior Staff Meeting	Interrupt	U	
Stefan DeSeve	Personnel	R	R
Tama	Ship	N	U
Targ	Personnel	K	C
Tesha Yur—Alternate	Personnel	F	R
Temporal Necrosis	Interrupt	U	
The Charybdis	Event	U	
The Gathers	Dilemma	C	
The Higher... The Fewer	Dilemma	U	
The Mask of Korgano	Event	C	
Thermal Deflectors	Event	U	
Thine Own Self	Interrupt	C	
Thought Force	Dilemma	C	
U.S.S Enterprise-C	Ship	F	R
Vargon Raiders	Interrupt	R	
Vukon Nerve Pinch	Interrupt	C	



YELLOW ALERT

Warped Space	Mission	K	R
Wartime Conditions	Event	R	
Warshipper	Dilemma	C	
Yellow Alert	Event	C	
Zaldon	Dilemma	U	

# HAND BOOK

## What you need to know about the *InQuest* MAGIC Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game in the Players Guide Spotlight.

### POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

.... **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

.. **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

### RARITY

*InQuest* is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon, or rare.

Guess what? We've got a real simple abbreviation system for those words—check it out below.

#### C Common

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

#### U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

#### R Rare

Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

### SAMPLE LISTING

ART	NAME	ART	U	SEV	6	DK
	Book of Illusions	ART	U	SEV	6	DK
	2: Sacrifice 2 life to draw 1 card.					
	Bottle of Suleiman	ART	R	SEV	4	AMJR
	1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.					
	• Bronze Tablet	ART	R	SEV	6	AQ,4TH
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.					
	• Candleabra of Tarmas	ART	R	SEV	1	AQ
	X: Untap X separate lands.					
	Celestial Prism	ART	U	SEV	3	A,B,U,R,4TH
	2, T: Provides 1 mana of any color (play as an interrupt).					
	• Chaos Orb	ART	R	SEV	2	A,B,U
	1: Flip card from height of one foot. If it rotates 360 degrees, any					

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▲ Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Sauron told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Sauron had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.



### SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- H** — Power/Toughness. Only for creatures.

ARTIST  
ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAJ
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBa
Benson, Melissa	MBa
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBi
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrflors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poolo, Mark	MPo
Roabe, Mike	MRa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSH
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, LA	LWi
Willich, Dameron	DWi

## CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET  
ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited
HL	Homelands

## SPOTLIGHT:

STAR  
TREK  
THE NEXT GENERATIONSTAR TREK: THE NEXT  
GENERATION  
CARD DESCRIPTION

**A. Name:** This is the name of your card. Not much more to it than that.

**B. Affiliation:** Wily Romulan, fierce Klingon, noble Federation—this symbol tells all. Also indicates if the card is non-aligned, or if it's an artifact, dilemma, equipment, event, or interrupt card.

**C. Type:** Describes the type of starship or the type of crew member. Useful against certain dilemmas.

**D. Category:** Artifacts, dilemmas, equipment, and events, oh my! All in big print so you don't get confused and try to use your tricorder as an interrupt.

**E. Flavor Text:** So you never lose the feeling of being in an episode. Not helpful for playing the game, but it'll make the stream of Romulan characters in your deck seem more important.

**F. Description:** Important! This box will describe all manner of good and bad effects on certain cards.

**G. Skills or Devices:** Exclusive to characters and ships, a skill or device can help you overcome dilemmas or give you an edge over your opponent.

**H. Integrity:** How honorable your character is. It's not hard to figure out the least honorable race in space (psst: Romulans).

**I. Cunning:** How clever your character is.

**J. Strength:** Clutch in away-team combat.

**K. Range:** How far a ship can travel per turn.

**L. Weapons:** How effective your ship is in combat.

**M. Shields:** How well your ship can defend.

**N. Ability:** Denotes staff- (four-point star) and command-level (six-point star) ability on personnel. On a ship, the minimum number of staff- and command-level personnel required to take that baby out of Spacedock. Command-level personnel can serve as staff, but not vice versa.

**O. Points:** The bread and butter of *Star Trek: TNG CCG*, these are what you receive when you overcome a mission. One hundred points makes you the new Captain Picard, or the winner—your choice.

**P. Span:** The distance from one end of a mission to the other. To move two cards to your left in the same turn, your ship's range must equal or exceed the total span of those two cards. (Don't count the span of the card you're starting from.)

This month's Spotlight takes us where no one has gone before. The most popular space adventure ever to warp across your television, *Star Trek: The Next Generation*, is now a high-flying card game. Play the Federation, Klingons, or Romulan empire, encountering episode-based dilemmas, treacherous missions, and all of your favorite (and least favorite) *Star Trek* personnel. Pilot your ships across the spaceline, completing missions, collecting points toward victory, and smashing your opponent's ships to rubble—all in the interests of intergalactic peace.



# INQUEST

## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description						
<b>ARTIFACTS</b>													
<b>Adarkar Sentinel</b>	AC	U	***	MBo	5	IA	<b>Ashnod's Battle Gear</b>	ART	U	**	MPo	2	AQ, 4TH
1: +0/+1 until end of turn. 3/3							2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
<b>Aegis of the Moak</b>	ART	R	***	LWt	3	IA	<b>Ashnod's Transmogrant</b>	ART	C	***	MTe	1	AQ, CH
1, T: Give a 1/1 creature +1/+2 until end of turn							Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrant after it has been used.						
<b>Acolipile</b>	ART	R	**	HHu	1	FE	<b>Balm of Restoration</b>	ART	R	**	MOK	2	FE
1, T: Sacrifice Acolipile to deal 2 damage to any target							1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target						
<b>Al-abara's Carpet</b>	ART	R	***	KFo	5	LG	<b>Barbed Sextant</b>	ART	C	***	AWo	1	IA
5, T: Prevent all damage done to you by attacking non-flying creatures							1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.						
<b>Aladdin's Lamp</b>	ART	U	***	MTe	10	AN,R,4TH	<b>Bar's Cage</b>	ART	R	***	TWb	4	DK, CH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.							3: Target creature does not untap as usual in its controller's next untap phase						
<b>Aladdin's Ring</b>	ART	U	***	Dfr	8	AN,R,4TH	<b>Black Lotus</b>	ART	R	*****	CRu	0	A,B,U
8, T: Do 4 damage to any target.							T: Discard to add 3 mana of any single color to your mana pool						
<b>Alchor's Tomb</b>	ART	R	***	HMc	4	LG							
2, T: Change the color of target permanent you control.													
<b>Amulet of Krug</b>	ART	C	**	MOK	2	AQ,4TH							
2, T: Prevent 1 damage to any target													
<b>Amulet of Quaz</b>	ART	R	**	Dfr	6	IA							
1, T: Sacrifice Amulet of Quaz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect													
<b>Anch of Mishra</b>	ART	R	**	AWo	2	A,B,U,R,4TH							
Do 2 damage to any player who puts a new land into play													

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Bronze Tablet</b>	ART	R	*	TWb	6	AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
<b>Candelabra of Tawnos</b>	ART	R	****	DSH	1	AQ
X: Untap X separate lands						
<b>Celestial Prism</b>	ART	U	****	AWo	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt)						
<b>Celestial Sword</b>	ART	R	**	AWo	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
<b>Chaos Orb</b>	ART	R	****	MTe	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play						
<b>City in a Bottle</b>	ART	R	**	Dfr	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play						
<b>Clay Statue</b>	AC	C	***	HHu	4	AQ,4TH
2: Regenerates. 3/1.						
<b>Clockwork Avian</b>	AC	R	***	RAF	5	AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4						
<b>Clockwork Beast</b>	AC	R	***	Dfr	6	A,B,U,R,4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4						
<b>Clockwork Engine</b>	AC	C	**	DSH	4	HL
3, T: Regenerate target artifact creature. 2/2.						
<b>Clockwork Steed</b>	AC	C	**	AWo	4	HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed. Maximum four counters. 0/3						
<b>Clockwork Swarm</b>	AC	C	**	AWo	4	HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm. Maximum four counters. 0/3						



### Mystic Decree & Island Sanctuary

**Sanctuary & Howling Mine:** Mystic Decree takes away all flying and islandwalk. Island Sanctuary says if you take one less card on your draw phase, no creatures can attack you unless they have flying or islandwalk. Put the two together and what have you got? Next to really bad BO, the best combo for insuring that no creatures come your way while you attack at will. Toss in a Howling Mine to draw your one card per turn and you're in business.

### MYSTIC DECREE

### ISLAND SANCTUARY

### HOWLING MINE

<b>Apocalypse Chime</b>	ART	R	***	MPo	2	HL
2, T: All cards in play from Homelands expansion are buried, including Apocalypse Chime						
<b>Arcum's Sleight</b>	ART	U	***	TWb	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands						
<b>Arcum's Weatherwane</b>	ART	U	***	TWb	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type						
<b>Arcum's Whistle</b>	ART	U	***	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack						
<b>Arena of the Ancients</b>	ART	R	*	TWb	3	LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during upkeep phase						
<b>Armageddon Clock</b>	ART	U	**	AWo	6	AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter						
<b>Ashnod's Altar</b>	ART	C	**	AMA	3	AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt)						

<b>Black Mana Battery</b>	ART	R	***	AMA	4	LG,4TH
2, T: Add a counter to Black Mana Battery. 1: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt)						
<b>Black Vise</b>	ART	U	***	Rth	1	A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep						
<b>Blue Mana Battery</b>	ART	R	***	AWo	4	LG,4TH
2, T: Add a counter to Blue Mana Battery. 1: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt)						
<b>Bone Flute</b>	ART	U	**	CRu	2	DK
1: Give all creatures -1/0 until end of turn						
<b>Book of Rass</b>	ART	R	**	SEv	6	DK, CH
2: Sacrifice 2 life to draw 1 card						
<b>Bottle of Suleiman</b>	ART	R	***	HHu	4	AN,R,4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature						
<b>Brass Man</b>	AC	U	***	CRu	1	AN,R,4TH
Pay 1 during upkeep to untap. 1/3.						
<b>Bronze Horse</b>	AC	R	**	MPo	7	LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4						

<b>Caral Golem</b>	AC	U	*	CRu	5	DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
<b>Colossus of Sardia</b>	AC	R	***	HHu	9	AQ,4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9						
<b>Conch Horn</b>	ART	R	***	Pfo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library						
<b>Conservator</b>	ART	U	*	AWo	4	A,B,U,R,4TH
3, T: Negate the loss of up to 2 life						
<b>Copper Tablet</b>	ART	U	**	AWo	2	A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play						
<b>Coral Helm</b>	ART	R	**	AWo	3	AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand						
<b>Crown of the Ages</b>	ART	R	****	Dfr	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change						
<b>Crystal Rod</b>	ART	U	**	AWo	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast						
<b>Cursed Rack</b>	ART	U	**	Rth	4	AQ,4TH
Opponent must discard to 4 cards during discard phase						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Cyclopean Tomb</b> 2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.	ART	R	***	AMa	4	A,B,U	<b>Forethought Amulet</b> Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	***	MBa	5	LG	<b>Iron Star</b> 1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.	ART	U	**	Dfr	1	A,B,U,R,4TH
<b>Dancing Scimitar</b> Flying: 1/5.	AC	R	***	AMa	4	AM,R,4TH	<b>Fountain of Youth</b> 2, T: Gain 1 life.	ART	C	****	DGa	0	DK, CH	<b>Ivory Cup</b> 1. Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.	ART	U	**	AMa	1	A,B,U,R,4TH
<b>Dark Sphere</b> 1: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	****	MTe	0	DK	<b>Fyndhorn Bow</b> 3, T: Give target creature first strike until end of turn.	ART	U	***	BAI	2	IA	<b>Jade Monolith</b> 1. Take all damage done to any creature on yourself instead or block.	ART	R	**	AMa	4	A,B,U,R,4TH
							<b>Gauntlet of Might</b> All mountains produce an extra mana. Give all red creatures +1/+1.	ART	R	****	Chu	4	A,B,U	<b>Jade Statue</b> 2. Make Jade Statue a 3/6 artifact creature that may only attack or block.	ART	U	****	Dfr	4	A,B,U



**Tawnos's Coffin & Funeral March:** Tawnos's Coffin lets you tap to trap a creature within, removing it from the game. Hmm... what would happen if that creature had Funeral March on it? Well, its controller would have to put a creature in the graveyard whenever the coffin took it. See what we're getting at? Stick a creature into the coffin, release it, suck it back in, repeat ad nauseam, offing another of your opponent's creatures each time!

## TAWNOS'S COFFIN

## FUNERAL MARCH

<b>Delir's Cone</b> 1. Sacrifice Delir's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.	ART	U	**	MTe	0	FE
<b>Delir's Cube</b> 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn, instead put a cube counter on Delir's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	****	MTe	1	FE
<b>Despoil Scapler</b> 1. Bury target permanent you own.	ART	R	***	RTh	1	IA
<b>Diabolic Machine</b> 3: Regenerates 4/4.	AC	U	**	AMa	7	DK,4TH
<b>Didgeridoo</b> 3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.	ART	R		MBa	1	HL
<b>Dimpus Egg</b> Whenever anyone loses a land, do 2 damage to that player for each lost land.	ART	R	**	Dfr	4	A,B,U,R,4TH
<b>Disrupting Scapler</b> 3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.	ART	R	***	Dfr	3	A,B,U,R,4TH
<b>Draconian Cylx</b> 2, T: Randomly discard a card from your hand to regenerate target creature.	ART	R	**	Elb	2	FE
<b>Dragon Engine</b> 2: +1/+0 until end of turn. 1/3.	AC	C	**	AMa	3	AM,R,4TH
<b>Ebony Horse</b> 2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.	ART	R	*	DWg	3	AM,R,4TH
<b>Ebony Rhino</b> Temple: 4/5.	AC	C		AWe	7	HL
<b>Elven Lyre</b> 1, T: Sacrifice Elven Lyre to make a creature +2/+2 until end of turn.	ART	R	**	KFo	2	FE
<b>Elkin Bottle</b> 3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.	ART	R	*	QHo	3	IA
<b>Faldon's Coffin</b> 0. Reshuffle your graveyard into your library. Remove Faldon's Cone from game when it is used, returning it to its owner's deck after the game is over.	ART	C	****	MTe	1	AQ, CH
<b>Felwar Stone</b> 1: Produce 1 mana of any color that opponent's lands may produce play as an interrupt.	ART	U	****	QHo	2	DK,4TH
<b>Feroz's Ban</b> Summon Spells cost and additional 2 to cast.	ART	R	***	MTe	4	AM,R,4TH
<b>Flying Carpet</b> 2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is flying target.	ART	R	****	MTe	4	AM,R,4TH
<b>Forcefield</b> 1. An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.	ART	R	****	Dfr	3	A,B,U

<b>Gauntlets of Chaos</b> Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	****	Chu	5	LG, CH
<b>Glasses of Urza</b> T: Look at opponent's hand. No, his cards!	ART	U	***	DSh	1	A,B,U,R,4TH
<b>Goblin Lyre</b> 0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.	ART	R	***	AMG	3	IA
<b>Golgathian Sylex</b> 1: Discard all Antiquities cards, including Golgathian Sylex, from play.	ART	R	*	KKa	4	AQ
<b>Grapeshot Catapult</b> T: Do 1 damage to a target flying creature. 2/3.	ART	C	***	Dfr	4	AQ,4TH
<b>Green Mana Battery</b> 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	R	***	Chu	4	LG,4TH
<b>Helm of Chaztzyk</b> 1, T: Give one creature banding ability until end of turn.	ART	R	***	MTe	1	A,B,U,R,4TH
<b>Homelike Talisman</b> 3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.	ART	U	**	LWg	2	IA
<b>Hive, Tho</b> 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.	ART	R	***	Sv	5	A,B,U,R,4TH
<b>Horn of Deathtong</b> 3, T: Target creature deals no damage in combat this turn.	ART	R	****	Dfr	4	LG, CH
<b>Howling Mine</b> Everyone must draw an extra card during his or her draw phase.	ART	R	****	MTe	2	A,B,U,R,4TH
<b>Ice Cauldron</b> X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.	ART	R	***	Dfr	4	IA
<b>Icy Manipulator</b> 1, T: Tap any land, creature, or artifact.	ART	U	****	AWe	4	A,B,U,IA
<b>Icy Manipulator</b> 1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.	ART	U	****	DSh	4	A,B,U
<b>Illusory Mask</b> 1: Summon a creature face down. You may add 1 mana to the casting cost of this creature. Deal just 1 damage to the creature. Does damage tap, or taken damage you must flip this creature over.	ART	R	***	AWe	2	A,B,U
<b>Implements of Sacrifice</b> 1, T: Sacrifice implements of Sacrifice to add 1 mana of any color to your mana pool.	ART	R	***	MOK	2	FE
<b>Infinite Hourglass</b> Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.	ART	R	***	HMc	4	IA

<b>Jeweled Amulet</b> 1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.	ART	U	***	Dfr	0	IA
<b>Jeweled Bird</b> T: Exchange Bird for your ante, then draw a new card.	ART	R	*	AWo	1	AM, CH
<b>Joven's Tools</b> 4, T: Target creature cannot be blocked except by walls until end of turn.	ART	R		Mle	6	HL
<b>Juggernaut</b> Must attack each turn if possible. Can't be blocked by walls. 5/3.	AC	U	****	Dfr	4	A,B,U,R
<b>Knowledge Vault</b> 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	***	AWe	4	LG
<b>Karmus Bell</b> Treat all swamps in play as 1/1 creatures that can be tapped for G.	ART	R	**	Chu	4	A,B,U,R,4TH
<b>Kry Shield</b> 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	**	RTh	2	LG
<b>Lapis Lazuli Talisman</b> 3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.	ART	U	**	AWe	2	IA
<b>Library of Lang</b> Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.	ART	U	***	DGa	1	A,B,U,R,4TH
<b>Life Chisel</b> During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	R	***	AWe	4	LG
<b>Life Matrix</b> 4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.	ART	R	***	AWe	4	LG
<b>Living Armor</b> Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creatures casting cost.	ART	C	***	AMa	4	DK, CH
<b>Living Wall</b> Counts as a wall. 1: Regenerates. 0/6.	AC	U	**	AMa	4	A,B,U,R
<b>Malachite Talisman</b> 3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.	ART	U	**	Chu	2	IA
<b>Mana Matrix</b> Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.	ART	R	**	MTe	6	LG
<b>Mana Crypt</b> 2: colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.	ART	R	***	MTe	0	BOOK
<b>Mana Vault</b> T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Draw 1 damage to you if it remains tapped during upkeep.	ART	R	****	MTe	1	A,B,U,R,4TH
<b>Marble Priest</b> All walls able to block. Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.	AC	U	**	MBa	5	LG
<b>Meekstone</b> Any creature with power greater than 2 may not be untapped as normal during the untap phase.	ART	R	***	QHo	1	A,B,U,R,4TH
<b>Mightstone</b> All attacking creatures gain +1/+0.	ART	U	**	Pve	4	AQ

• Restricted Bonnet ART Artifact C: Immune to Upkeep CC: Enchant Creature EE: Enchant Enchantment EI: Enchant Item EW: Enchant Wall FNT: Interrupt IHS: Instant ILM: Land SC: Summon Creature AC: Artifact Creature CR: Current Rarity EA: Enchant Artifact EE: Enchant Enchantment EI: Enchantment EI: Enchantment EW: Enchant Wall FNT: Interrupt IHS: Instant ILM: Land SC: Summon Creature



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Shimmer</b>						
<b>Milestone</b>	ART	U	••	KFo	2	AQ, R, 4TH
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard						
• <b>Mirror Universe</b>	ART	R	••••	PFo	6	LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
<b>Mishra's War Machine</b>	AC	R	•	AWe	7	A, B, U, R, 4TH
Bonds: Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5						
• <b>Max Emerald</b>	ART	R	•••••	Dfr	0	A, B, U
T: Add G to your mana pool.						
• <b>Max Jet</b>	ART	R	•••••	Dfr	0	A, B, U
T: Add B to your mana pool.						
• <b>Max Pearl</b>	ART	R	•••••	Dfr	0	A, B, U
T: Add W to your mana pool.						
• <b>Max Ruby</b>	ART	R	•••••	Dfr	0	A, B, U
T: Add R to your mana pool.						
• <b>Max Sapphire</b>	ART	R	•••••	Dfr	0	A, B, U
T: Add U to your mana pool.						
<b>Macro Talisman</b>	ART	U	••	MTa	2	
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
<b>Naked Singularity</b>	ART	R	••	MTa	5	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
<b>Necropolis</b>	AC	U	••	MTh	5	DK
Counts as a wall. 0. Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1						
<b>Nevinyrral's Disk</b>	ART	R	••••	MTa	4	A, B, U, R, 4TH
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
<b>North Star</b>	ART	R	•••	KFo	4	LG
4, T: You may cast one spell this turn using mana of any color.						
<b>Nova Pentacle</b>	ART	R	•••	RTh	4	LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
<b>Obelisk of Undoing</b>	ART	R	••	TWa	1	AQ, CH
6: Take one or more permanents in play back to your hand, discarding enchantments on each card.						
<b>Obsidian Golem</b>	AC	U	••••	Mly	6	A, B, U, R, 4TH
4/6.						
<b>Onulet</b>	AC	U	••	AMa	3	AQ, R, 4TH
If Onulet is placed in graveyard, its controller takes 2 life. 2/2						
<b>Omyx Talisman</b>	ART	U	••	SEv	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
<b>Ornithopter</b>	AC	U	•••	AWe	0	AQ, R, 4TH
Flying. 0/2.						
<b>Pentagram of the Ages</b>	ART	R	••••	DSh	4	IA
4, T: Prevent all damage done to you from one source.						
<b>Pit Trap</b>	ART	U	•••	AMa	2	IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.						
<b>Pillar Gate</b>	ART	R	•••	MBo	6	LG
Pay 2 colorless mana less when casting a summon spell.						
<b>Primal Clay</b>	AC	U	••	KFo	6	AQ, R, 4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
<b>Pyramids</b>	ART	R	••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
<b>Rack, The</b>	ART	U	•••	RTh	1	AQ, R, 4TH
Do 1 damage for each card under whose opponent has in hand during upkeep.						
<b>Rakolta</b>	ART	R	••	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakolta returns to owner's hand when used.						
<b>Red Mana Battery</b>	ART	R	•••	MTa	4	LG, 4TH
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish; add R for each counter removed (play as an interrupt).						
<b>Reflecting Mirror</b>	ART	U	••	MPa	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X: It's twice the casting cost of target spell.						
<b>Relic Barrier</b>	ART	U	••	HMc	2	LG
T: Tap target artifact.						
<b>Ring of Immortals</b>	ART	R	•	MBo	5	LG
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>King of Mo'rul</b>	5: Sacrifice King of Mo'rul to select a card from outside the game instead of drawing.	ART	R	••••	Dfr	5	AN
<b>King of Renewal</b>	5, T: Randomly discard a card from your hand to draw two cards.	ART	R	••••	DSh	5	FE
<b>Rocket Launcher</b>	2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.	ART	U	•••	PVo	4	AQ, R
<b>Rod of Ruin</b>	3, 1: Do 1 damage to any target.	ART	U	•••	CRu	4	A, B, U, R, 4TH
<b>Runed Arch</b>	2: Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.	ART	R	••••	PFo	3	IA
<b>Rotarothopter</b>	Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2	AC	C		AWe	1	HL

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Staff of Zagan</b>	3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.	ART	C	•	MPa	4	AQ
<b>Standing Stones</b>	1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.	ART	U	•	SEv	3	DK
<b>Stono Calendar</b>	Your spells cost 1 less to cast; casting cost cannot go below 0.	ART	R	••	AWe	5	DK
<b>Su-Chi</b>	When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4	AC	U	•	CRu	4	AQ
<b>Sunglasses of Urza</b>	Three players may generate either a white or red mana.	ART	R	••••	Dfr	3	A, B, U, R, 4TH
<b>Staff of the Ages</b>	2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.	ART	R	••	DGo	3	IA
<b>Sunstone</b>	2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.	ART	U	••	PFo	3	IA



MARJHAN



HIGH TIDE

Marjhan & High Tide:

The most useful ability of the Marjhan, other than clocking your opponent with it, is that for two blue mana and -1/0, you can cause a point of damage to an attacking non-flyer. Since you can bring Marjhan below zero power if you want, the only thing stopping you from wiping out all attacking creatures is a lot of blue, which High Tide's mana-doubling provides.

<b>Runesword</b>	ART	C	••	CRu	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
<b>Sandals of Abdallah</b>	ART	R	••	Dfr	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
<b>Scaracrow</b>	AC	U	•••	AMa	5	DK
a: If I negate all damage done to you by flying creatures until end of turn. 2/2.						
<b>Sentinel</b>	AC	R	•••	RAF	4	LG, CH
"=1 when cast. When blocking, you may make " equal 1 + the power of the creature Sentinel blocks. When attacking, you may make " equal 1 + the power of creature blocking Sentinel. 1/"						
<b>Serpent Generator</b>	ART	R	••••	MTa	6	LG, CH
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						
<b>Serrated Arrows</b>	ART	C		DCh	4	HL
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. Remove counter to give -1/-1 to target creature.						
<b>Shapeshifter</b>	AC	U	••••	Dfr	6	AQ, 4TH
"any number from 0 to 6. Choose " when Shapeshifter is cast and during your upkeep. "/(7-")						
<b>Shield of the Ages</b>	ART	U	••••	AMa	2	IA
2: Prevent 1 damage to you.						
<b>Skull Catapult</b>	ART	U	•••	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
<b>Skull of Orm</b>	ART	U	•••	TWa	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
<b>Snow Fortress</b>	AC	R	••••	MBo	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4						
<b>Soldieri Golem</b>	AC	R	•••	AMa	4	IA
Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldieri Golem. Use this ability only at the end of your upkeep. 5/3						
<b>Soldieri Simulacrum</b>	AC	U	•••	Dfr	4	IA
• Sol Ring						
1: +1/+0 until end of turn. 2/4						
<b>Soul Net</b>	ART	U	••	DWi	1	A, B, U, R, 4TH
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
<b>Spirit Shield</b>	ART	R	•••	SG	3	FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						

<b>Sword of the Ages</b>	ART	R	••••	CRu	6	LG
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.						
<b>Tablet of Ephyra</b>	ART	C	•	CRu	1	AQ
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
<b>Tamnos's Coffin</b>	ART	R	••••	CRu	4	AQ
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						
<b>Tamnos's Wand</b>	ART	U	••	DSh	4	AQ, 4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
<b>Tamnos's Weaponry</b>	ART	U	•••	Dfr	2	AQ, 4TH
2T: Target creature gets +1/+1 as long as Tamnos's Weaponry remains tapped. You may choose not to untap Tamnos's Weaponry during untap phase.						
<b>Tetravus</b>	AC	R	•••	MTa	6	AQ, 4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or shore enchantments on Tetravus. 1/1						
<b>Throne of Bone</b>	ART	U	••	AMa	1	A, B, U, R, 4TH
1: Take 1 life each time a block spell is cast. Can only give 1 life for each time a block spell is cast.						
<b>Time Bomb</b>	ART	R	•••	AWe	4	IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal " damage to each creature and player, where " equals the number of time counters on Time Bomb.						
<b>Time Vault</b>	ART	R	••••	MTa	2	A, B, U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
<b>Tormod's Crypt</b>	ART	C	••••	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
<b>Tower of Corral</b>	ART	U	••	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
<b>Triassic Egg</b>	ART	R	•••	Dfr	4	LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
<b>Triskelion</b>	AC	R	••••	DSh	6	AQ, 4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Description							Description							
<b>Urza's Avenger</b> 0. Avenger loses -1/-1 and you may give it either flying, bonding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.	AC	R	****	AWe	6	AQ, 4TH	<b>Zalyon Sword</b> 3. T. Make target creature +2/+0 as long as Zalyon Sword is tapped. You may leave Zalyon Sword tapped during your untap phase.	ART	R	***	SKi	3	FE	
<b>Urza's Bubble</b> T. Sacrifice Urza's Bubble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.	ART	U	•	CRu	0	IA	<b>Zoran Orb</b> 0. Sacrifice a land to gain 2 life.	ART	U	****	Sev	0	IA	
<b>Urza's Chalice</b> 1. Take 1 life for any artifact cost. Can only give 1 life for each time an artifact is cast.	ART	C	••	JMe	1	AQ	<b>BLACK</b>							
<b>Urza's Miller</b> 3. Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miller may not be used when you destroy an artifact to gain benefits from another card.	ART	R	••	RAF	3	AQ	<b>Abomination</b> Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	***	MTe	BB3	LG, 4TH	
<b>Vexing Arcanix</b> 3. T. Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.	ART	R	****	RGe	4	IA	<b>Abyss, The</b> Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	***	PVe	B3	LG	
<b>Vibrating Sphere</b> During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get 0/-2.	ART	R	••	RTh	4	IA	<b>Abyssal Specter</b> Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3 of turn.	SC	U	***	Rtp	BB2	IA	
<b>Voodoo Doll</b> Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX. T. Do X damage to one target.	ART	R	••	Sev	6	LG, CH	<b>All Hallow's Eve</b> Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	•••	CRu	BB2	LG	
<b>Walking Wall</b> Counts as wall. 3. Give Walking Wall +3/+1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turn it comes under your control.	AC	U	****	AWe	4	IA	<b>Animate Dead</b> Bring a creature from any graveyard into play on your side with -1 power.	EC	U	****	Amo	B1	A, B, U, R, 4TH	
<b>Wall of Shields</b> Counts as wall. Bonding 0/4.	AC	U	••	RGe	3	IA	<b>Armor Thrull</b> T. Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe, 1/3.	SC	C	****	Mhi	B2	FE	
<b>Wall of Spears</b> First strike, counts as a wall. 2/3.	AC	C	••	Sev	3	AQ, 4TH	<b>Artifact Possession</b> Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	••	CRu	B2	AQ	
<b>Wand of Ith</b> 3. T. Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.	ART	U	****	QMo	4	DK	<b>Ashen Ghoul</b> Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.	SC	U	***	RSp	B3	IA	
<b>War Barge</b> 3. Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	****	TWb	4	DK	<b>Ashes to Ashes</b> Remove two non-artifact creatures from the game and lose 5 life.	SOR	U	•••	DTu	BB1	DK, 4TH	
<b>War Chariot</b> 3. T. Give target creature trample until end of turn.	ART	U	****	DWi	3	IA	<b>Bad Moon</b> All black creatures in play get +1/+1.	EN	R	****	JMy	B1	A, B, U, R, 4TH	
<b>Weakstone</b> All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.	ART	U	••	JMe	4	AQ	<b>Barshoo</b> X. T. Barshoo does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	***	JMy	BB2	DK, CH	
<b>Whalebone Glider</b> 2. T. Give one of your creatures with power no greater than 3 flying until end of turn.	ART	U	•••	AWe	2	IA	<b>Baron Sangir</b> Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T. Regenerate target vampire.	SL	R	•••	PVe	BBB5	HL	
<b>White Mana Battery</b> 2. T. Add a counter to White Mana Battery. T. Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).	ART	R	•••	AWe	4	LG, 4TH	<b>Basal Thrull</b> T. Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, PVo, RKF, CRu, 1/2.	SC	C	•••	Mhi	BB	FE	
							<b>Black Carnage</b> Trample. Doesn't untap as normal during upkeep. 0. Sacrifice a creature to untap Black Carnage. Do this only during your upkeep.	SC	R	DCh	BB3	HL		
							<b>Black Knight</b> Protection from white, first strike. 2/2.	SC	U	****	JMe	BB	A, B, U, R, 4TH	
							<b>Blight</b> If target land is tapped, destroy it at end of turn.	EL	U	••	PVe	BB	LG, 4TH	



LEECHES



REVERSE DAMAGE

**Leeches & Reverse Damage:** Sheesh, talk about your sideboard-only cards! Leeches are still kinda cool, though. Though not common, poison decks are rough cause regardless of how much life you have, if you get 10 poison counters, yer dead! With Leeches, though, you can remove all your poison counters. Drawback: you lose a point of damage for each counter. No worries—just turn your unhappy sighs into sunny skies with Reverse Damage.

<b>Winter Orb</b> Each player may only untap up to 1 land during untap phase.	ART	R	•••	MTe	2	A, B, U, R, 4TH
<b>Wooden Sphere</b> 1. Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.	ART	U	••	MTe	1	A, B, U, R, 4TH
<b>Yotian Soldier</b> Yotian Soldier does not tap when attacking. 1/4.	AC	C	•••	CRu	3	AQ, 4TH

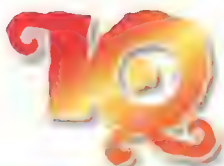
<b>Bag Imp</b> Flying. 1/1.	SC	C	••	RSp	B1	DK, 4TH
<b>Bag Rats</b> Cannot be blocked by walls. 1/1.	SC	C	•••	RSp	B	DK, CH
<b>Bag Wraith</b> Swampwalk. 3/3.	SC	U	•••	JMe	B3	A, B, U, R, 4TH

<b>Breeding Pit</b> Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	****	Amo	B3	FE
<b>Brine Shaman</b> T. Sacrifice a creature to give a creature +2/+2 until end of turn. UU1. Sacrifice a creature to counter a summon spell. 1/1.	SC	C	•••	CRu	B1	IA
<b>Broken Visage</b> Bury target non-artifact attacking creature and put shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.	INS	R	•••	MKG	B4	HL
<b>Client Offering</b> Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INT	C	••	DGo	B	IA
<b>Corrian Ants</b> 1: +1/+1 until end of turn. 0/1.	SC	U	****	RTh	BB2	LG, 4TH
<b>Cemetery Gate</b> Protection from black. 0/5. (Two versions)	SC	C	••	MBo	B2	HL
<b>Chains of Mephistopheles</b> Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.	EN	R	••	HHu	B1	LG
<b>Clock of Confusion</b> If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card of random from his or her hand.	EC	C	••	MOK	B1	IA
<b>Contract from Below</b> Discard your hand; draw a new ante card plus seven cards.	SOR	R	****	DSh	B	A, B, U, R
<b>Cosmic Horror</b> First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.	SC	R	•••	JMy	BBB3	LG, 4TH
<b>Cumbersome Witches</b> T. Each player does 1 damage to any target. 1/3.	SC	C	•••	KFo	BB	AN, CH
<b>Curse Artifact</b> Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	•	MTe	BB2	DK
<b>Cursed Land</b> Do 1 damage to controller of target land during upkeep.	EL	U	•••	JMy	BB2	ABUR, 4TH
<b>Cyclopean Mummy</b> Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	•	EBe	B1	LG, 4TH
<b>Dance of the Dead</b> Bring a creature from any graveyard into play on your side tapped and with +1/+1. (Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.)	EC	U	****	RGe	B1	IA
<b>Dark Banishing</b> Bury target creature. Cannot target black creatures.	INS	C	•••	DTu	B2	IA
<b>Dark Ritual</b> Add BBB to your mana pool.	INT	C	•••••	JMe	B	A, B, U, R, 4th, IA
<b>Dark Ritual</b> Add BBB to your pool of mana.	INT	C	•••••	Sev	B	A, B, U, R, 4TH
<b>Darkness</b> Creatures attack and block as normal but deal no damage.	INS	C	•••	MMe	B	LG
<b>Darkpact</b> Swap your topmost untapped card with either ante card.	SOR	R	•••••	QMo	BBB	A, B, U, R
<b>Deathgrip</b> BB. Counter a green spell (play as an interrupt).	EN	U	•••	Amo	BB	A, B, U, R, 4TH
<b>Deathlace</b> Change the color of one card being played or in play to black.	INT	R	•••	Sev	B	A, B, U, R, 4TH
<b>Demonic Alteration</b> Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	••	DGo	B	A, B, U, R
<b>Demonic Consultation</b> Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.	INS	U	••	RAW	B	IA
<b>Demonic Hordes</b> T. Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	••••	JMy	BBB3	A, B, U, R
<b>Demonic Torment</b> Target creature deals no damage during combat and may not attack.	EC	U	•••	Amo	B2	LG
<b>Demonic Tutor</b> Choose one card from your library, then reshuffle your library.	SOR	U	•••••	DSh	B1	A, B, U, R
<b>Dereler</b> Your block spells cost an additional B. 4/4.	SC	R	••	Amo	B3	FE
<b>Drain Life</b> Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	•••	DSh	B1X	A, B, U, R, 4TH
<b>Dread Wight</b> At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.	SC	R	•••	DGo	BB3	IA
<b>Drift of the Dead</b> Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. 1/1.	SC	U	•••	BSn	B3	IA
<b>Drudge Skeletons</b> B. Regenerates 1/1.	SC	C	•••••	Sev	B1	A, B, U, R, 4TH

/ Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery







players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Walking Dead	SC	C	****	Dfr	B1	LG
B Regenerates 1/1.						
Wall of Bone	SC	U	**	AMa	B2	A,B,U,R,4TH
B Regenerates 1/4						
Wall of Putrid Flesh	SC	U	**	Rth	B2	LG
Protection from white. damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4						
Wall of Shadows	SC	C	***	PvO	B8	LG, CH
Shadow done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1						
Wall of Tombstones	SC	U	*	Dfr	B1	LG
=the number of creatures in your graveyard. 0/1+						
Warp Artifact	EA	R	***	AWO	B8	A,B,U,R,4TH
Do 1 damage to target artifact's controller during upkeep.						



TORTURE

CROWN OF THE AGES

**Torture & Crown of the Ages:** Ooo... this one's rough. First, slap a Torture on your opponent's most troublesome critter. Then, spend two mana (one black) to give it -1/-1 again and again until it's only got one toughness left. Then use Crown of the Ages to move the Torture to your foe's second-most-annoying creature, cutting that bad boy down to size as well. Repeat until all the veins on your opponent's forehead bulge.

Weakness	EC	C	****	DSH	BO	A,B,U,R,4TH
Target creature loses -2/-1.						
Withering Wisp	EN	U	***	Wth	BB1	IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end.						
Will-O'-The-Wisp	SC	R	****	JMy	B	A,B,U,R,4TH
Flying. B Regenerates 0/1						
Word of Binding	SOR	C	***	RSB	BBX	DK,4TH
Top 4 creatures						
Word of Command	INS	R	*	JMy	BB	A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
Worms of the Earth	EN	R	*	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	***	CRu	BB3	LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5						
Xenic Poltergeist	SC	R	***	Dfr	BB1	AQ,4TH
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1						
Yawgmoth Demon	SC	R	**	SEV	BB4	AQ, CH
Flying. First strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6						
Zombie Master	SC	R	**	JMe	BB1	A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3						

BLUE

Acid Rain	SOR	R	***	Nth	U3	LG
Destroy all forests in play.						
Aether Storm	EN	U	*	MTa	3U	HL
No summon spell may be cast. Any player may pay 4 life to bury Aether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Air Elemental	SC	U	****	Rth	UU3	A,B,U,R,4TH
Flying. 4/4.						
Annulment	SOR	U	***	MPa	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
Ancestral Recall	INS	R	****	MPa	U	A,B,U
Target player must draw 3 cards.						
Antemortem Artifact	EA	U	***	DSH	U3	A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	****	DSH	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	***	Dfr	UU1	DK,4TH
U: Add 3 to your mana pool (play as an interrupt). 0/1						
Arajet's Ascent	EN	C	***	DTu	UU1	IA
CU: U: 1: Target creature gains flying until end of turn.						
Azure Drake	SC	U	***	Dfr	U3	LG, CH
Flying. 2/4.						
Baki's Curse	SOR	R	*	MLa	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.						
Backfire	EC	U	**	BSn	U	LG,4TH
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Caral Reef	EN	Cn	*	AWa	UUU	HL
Put four poly counters on Caral Reef. O: sacrifice on island for 2 poly. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 poly counter.						
Counterspell	INT	U	****	MPa	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast.						
Creature Bond	EC	C	**	AMa	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	***	SEV	UUU	DK, CH
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Danden	SC	C	*	DTu	UU	AN, CH
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1						
Dark Maze	SC	C	*	RM	U4	HL
O: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two variations)						
Deep Spawn	SC	U	***	MTa	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
Deep Water	EN	C	**	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	****	MLa	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devouring Deep	SC	C	**	LJo	U2	LG
Islandwalk. 1/2.						
Driftnet's Restoration	SOR	C	**	AWa	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
Drain Power	SOR	R	****	DSH	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Dream Cast	EC	U	***	AWa	U	LG
Change target creature's color to another color (play as an interrupt).						
Dreams of the Dead	EN	U	***	MLa	U3	IA
U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.						
Drowned	SC	C	*	QHo	U1	DK
B Regenerates 1/1						
Elder Spawn	SC	R	*	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice on island during upkeep or bury Elder Spawn and lose 6 life. 6/6						
Electric Eel	SC	U	*	AMa	U	DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Enchantment Alteration	INS	U	***	BSn	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.						
Energy Flux	EN	U	***	KFo	U2	AQ,R,4TH
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	**	DGe	U	LG,4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Enervate	INS	C	*	LWt	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Erosion	EL	C	**	PvO	UUU	DK,4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	*	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.						
Essence Flare	EC	C	***	RKF	U	IA
Target creature gets +2/+0. Put a 0/-1 counter on the creature during each of its controller's upkeeps.						
Feedback	EE	U	**	QHo	U2	A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	***	KFo	U	LG
The top card in every library plays face up.						
Fishery Oil	EC	C	**	AMa	U1	AN, CH
Give target creature islandwalk.						
Flesh Counter	INT	C	***	HMc	U1	LG
Counter target instant or sorcery spell.						
Flesh Flood	INS	C	*	TWb	U	LG, CH
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Flight	EC	C	****	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
Flood	EN	C	***	DDe	U	DK,4TH
UU: Tap target non-flying creature.						
Flying Men	SC	C	****	CRu	U	AA
Flying. 1/1						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Force Spike</b> Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	••	BWo	U	LG	<b>Invoke Prejudice</b> Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	••	HMc	UUUU	LG	<b>Merchant Scroll</b> Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.	SOR	C	••	LdH	U1	HL
<b>Force Void</b> Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.	INT	U	•	MTe	U2	IA	<b>Island Fish Jascopus</b> Pay UUUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.	SC	R	••	JMy	UUU4	AN,R,4TH	<b>Merchant Ship</b> Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.	SC	R	••	TWb	U1	AN
<b>Forget</b> Target player chooses and discards 2 cards from his or her hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.	SOR	R	••	MKi	UU	HL	<b>Jinx</b> Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.	INS	C	••	MKi	U1	HL	<b>Merfolk Assassin</b> Destroy target creature that has islandwalk. 1/2.	SC	U	•••	DDe	UU	DK
<b>Gaseous Form</b> Target creature deals no receiving damage in combat.	EC	C	••	PFo	U2	LG,4TH	<b>Jump</b> Target creature has flying until end of turn.	INS	C	••	MPo	U	A,B,U,R,4TH	<b>Merfolk of the Pearl Trident</b> Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: HHU, MOK, DTU, PVo.	SC	C	••	JMe	U	A,B,U,R,4TH
<b>Ghost Ship</b> Flying. UUU. Regenerates. 2/4.	SC	U	••••	TWb	UU2	DK,4TH	<b>Juxtapose</b> Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	•••	JHa	U3	LG, CH	<b>Mesmeric France</b> CU: 1. U: Discard a card from your hand to draw a card.	EN	R	•••	Dfr	UU1	IA
<b>Giant Albattross</b> Flying. U1: Bury all creatures that damaged Giant Albattross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albattross is put into the graveyard from play. (Two versions)	SC	C	•	DCh	U1	HL	<b>Krovikan Sorcerer</b> T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.	SC	C	•••	PMo	U2	IA	<b>Mind Bomb</b> Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	••	MTe	U	DK,4TH
<b>Giant Oyster</b> You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a -1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.	SC	U	•	Nla	UU2		<b>Labyrinth Minotaur</b> Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)	SC	C	•••	AMo	U3	HL	<b>Mistfolk</b> U: Counter any spell that targets Mistfolk. 1/2.	SC	C	•••	QHo	UU	IA
<b>Giant Shark</b> When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	••	TWb	U5	DK	<b>Land Equilibrium</b> If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	EN	R	••	JMy	UU2	LG	<b>Musician</b> CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1.	SC	R	•••	DTU	U2	IA
<b>Giant Tortoise</b> +0/+3 while untapped. 1/1.	SC	C	••	KFo	U1	AN,4TH	<b>Leviathan</b> Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	•••	MTe	UUUU5	DK,4TH	<b>Mystic Decree</b> All creatures lose flying and islandwalk.	EW	R	•	LdA	UU2	HL
<b>Glacial Wall</b> 0/7.	SC	U	•••	DWi	U2	IA	<b>Lifesap</b> Gain 1 life whenever opponent taps a forest.	EN	U	••••	AMo	UU	A,B,U,R,4TH	<b>Mystic Might</b> CU: U1, 0: Tap land. Mystic Might enchants to give a creature +2/+2 until end of turn.	EL	R	•	Nla	U	IA
<b>Glyph of Delusion</b> Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	•	SVC	U	LG	<b>Lord of Atlantis</b> While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	•••	MBa	UU	A,B,U,R,4TH	<b>Mystic Remora</b> CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.	EN	C	••	KMo	U	IA
<b>High Tide</b> All islands produce an additional U until end of turn. Artists: AMo, DTU, AWo.	INS	C	••••	MMb	U	FE							<b>Narwhal</b> First strike, Protection from red. 2/2.	SC	R	•	DCh	UU2	HL	
<b>Homarid</b> Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHU, MTe, BWo. 2/2.	SC	C	•	MMb	U2	FE														
<b>Homarid Shaman</b> U: Tap target green creature. 2/1.	SC	R	•••	AWo	UU2	FE														
<b>Homarid Spawning Bed</b> UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	••••	DSh	UU	FE														
<b>Homarid Warrior</b> U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGo, DSh. 3/3.	SC	C	••	MMb	U4	FE														
<b>Hurky's Recall</b> Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	•••	NTh	U1	AQ,R,4TH														
<b>Hydroblast</b> Counter a red spell being cast or destroy a red permanent.	INT	C	•••	KFo	U	IA														
<b>Iceberg</b> Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.	EN	U	•••	JMa	UUU	IA														
<b>Icy Prison</b> Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.	EN	R	•••	AMo	UU	IA														
<b>Illusionary Forces</b> Flying. CU: U 4/4.	SC	C	•••	JHa	U3	IA														
<b>Illusionary Presence</b> CU: U During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.	SC	R	•••	KFo	UU1	IA														
<b>Illusionary Terrain</b> CU: 2 All basic lands of one type are changed to basic lands of a different type of your choice.	EN	U	•••	RAI	UU	IA														
<b>Illusionary Wall</b> Flying. First strike. CU: U 7/4.	SC	C	•••	MPo	U4	IA														
<b>Illusions of Grandeur</b> CU: 2 Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.	EN	R	•••	QHo	U3	IA														
<b>In the Eye of Chaos</b> Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	•	Chu	U2	LG														
<b>Infuse</b> Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	•	RGo	U2	IA														
<b>Invisibility</b> Target creature may only be blocked by walls.	EC	C	••••	AMo	UU	A,B,U														



Willow Priestess

Take a piece from your land and put it on this card. This card is a permanent. Target green creature gains protection from black until end of turn. (Source: *Book of Magic*)



Sea Sprite

Flying, protection from red. "No one can catch her now: be night." Kakra, Sea Troll

### Willow Priestess & Sea Sprite:

Sure, the Priestess can tap to bring faeries into play, but most of the little buggers are 1/1s and cost next to nothing to cast anyway. More importantly, she can give any green creature protection from black. Talk about useful! Not only can you prevent your own creatures from being Torrored, but you can also foil your opponent's attempt to Soul Exchange a Thrull taken or Howl from Beyond his Lhurgoyf.

<b>Magical Hack</b> Change the text of a card being played or in play by switching one basic land type with another.	INT	R	••••	JBo	U	A,B,U,R,4TH	<b>Old Man of the Sea</b> T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN
<b>Magus of the Unseen</b> U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.	SC	R	•••••	KFo	U1	IA	<b>Port Water</b> Give X target creatures islandwalk until end of turn.	SOR	U	•••	NTh	UUX	LG
<b>Mahamoti Djinn</b> Flying. 5/6.	SC	R	•••••	Dfr	UU4	A,B,U,R,4TH	<b>Phantasmal Forces</b> Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	••	MPo	U3	A,B,U,R,4TH
<b>Mana Drain</b> Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	•••••	MTe	UU	LG	<b>Phantasmal Mount</b> Flying. T: Target creature you control which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	••••	MBa	U1	IA
<b>Mana Short</b> All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	••••	DWi	U2	A,B,U,R,4TH	<b>Phantasmal Terrain</b> Target land switches to any basic land type chosen by caster.	EL	C	••••	DWi	UU	A,B,U,R,4TH
<b>Mana Vortex</b> Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	••	DSh	UU1	DK	<b>Phantom Monster</b> Flying. 3/3.	SC	U	••••	JMy	U3	A,B,U,R,4TH
<b>Marjhan</b> Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. U1: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU: -1/-0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.	SC	R	•	DGo	UU5	HL	<b>Pirate Ship</b> T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	••••	TWb	U4	A,B,U,R,4TH
<b>Memory Lapse</b> Counter target spell. Put that spell on top of its owner's library. (Two versions)	INT	C	•	MTe	U1	HL	<b>Polar Kraken</b> Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	•••	MTe	UUU8	IA
							<b>Portent</b> You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.	SOR	C	••••	LdA	U	IA



WILLOW PRIESTESS



SEA SPRITE

## Willow Priestess &amp; Sea Sprite

**Sure,** the Priestess can tap to bring faeries into play, but most of the little buggers are 1/1s and cost next to nothing to cast anyway. More importantly, she can give any green creature protection from black. Talk about useful! Not only can you prevent your own creatures from being Terrored, but you can also foil your opponent's attempt to Soul Exchange a Thrull token or Howl from Beyond his Thurgoyf.

<b>Magical Hack</b> Change the text of a card being played or in play by switching one basic land type with another.	INT	R	•••	JBo	U	A,B,U,R,4TH
<b>Megus of the Unseen</b> U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1.	SC	R	••••	KFo	U1	IA
<b>Mohamoti Djinn</b> Flying. 5/6.	SC	R	••••	Dfr	UU4	A,B,U,R,4TH
<b>Mono Drain</b> Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	••••	MTe	UU	LG
<b>Mono Short</b> All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	•••	DWi	U2	A,B,U,R,4TH
<b>Mono Vortex</b> Sacrifice a land when casting Mono Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mono Vortex is destroyed whenever there are no lands in play.	EN	R	••	DSh	UU1	DK
<b>Marion</b> Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marion. UU: Sacrifice a creature to untap Marion. Use this ability only during your upkeep. UU: -1/0 until the end of turn. Marion deals 1 damage to target attacking creature without flying. 8/8.	SC	R	•	DGo	UU5	HL
<b>Memory Lapse</b> Counter target spell. Put that spell on top of its owner's library. (Two versions)	INT	C	•	MTe	U1	HL

<b>Old Man of the Sea</b> T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN
<b>Port Water</b> Give X target creatures islandwalk until end of turn.	SOR	U	•••	NTh	UXX	LG
<b>Phantasmal Forces</b> Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	•••	MPo	U3	A,B,U,R,4TH
<b>Phantasmal Mount</b> Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	•••	MBa	U1	IA
<b>Phantasmal Terrain</b> Target land switches to any basic land type chosen by caster.	EL	C	••••	DWi	UU	A,B,U,R,4TH
<b>Phantom Monster</b> Flying. 3/3.	SC	U	••••	JMy	U3	A,B,U,R,4TH
<b>Pirate Ship</b> T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	•••	TWb	U4	A,B,U,R,4TH
<b>Polar Kraken</b> Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	•••	MTe	UUU8	IA
<b>Portrait</b> You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.	SOR	C	•••	LdA	U	IA

•/• Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	UAH Land	SOR Sorcery



# players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

<b>Power Artifact</b>	EA	U	••	DSH	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.						
<b>Power Look</b>	EE	C	••	DTU	U1	A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Look does 1 damage to target enchantment's controller for each unpaid mana.						
<b>Power Sink</b>	INT	C	••••	RTH	UX	A,B,U,R,4TH,JA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
<b>Prodigal Sorcerer</b>	SC	C	••••	DSH	U2	A,B,U,R,4TH
T. Do 1 damage to any target. 1/1.						
<b>Psionic Blast</b>	INS	U	••••	DSH	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
<b>Psionic Entity</b>	SC	R	••	JHo	U4	LG,4TH
T. Do 2 damage to any target and 3 damage to itself. 2/2.						
<b>Psychic Allergy</b>	EN	R	••••	Mto	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
<b>Psychic Purge</b>	SOR	C	•••	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
<b>Psychic Voom</b>	EL	C	••	BSn	U1	A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.						
<b>Puppet Master</b>	EC	U	•••	Sev	UUU	LG,CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
<b>Ray of Command</b>	INS	C	•••••	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
<b>Ray of Erasure</b>	INS	C	••	Mto	U	IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.						
<b>Reality Twist</b>	EN	R	••	JEt	UUU	IA
CU: UUU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
<b>Recall</b>	SOR	U	•••••	BSn	UUU	LG,CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
<b>Reconstruction</b>	SOR	C	•••	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
<b>Reef Pirates</b>	SC	C	•	TWa	UU1	NL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2. (Two versions) blocked a blue creature or a blue creature blocked Sea Troll. 2/1						
<b>Relic Bind</b>	EA	R	••	CRu	U2	LG,4TH
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
<b>Remove Soul</b>	INT	C	•••	BSn	U1	LG,CH
Counter target summon spell.						
<b>Reset</b>	INT	U	••	NLo	UU	LG
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.						
<b>Reverberation</b>	INS	R	••••	JHo	UU2	LG
Redirect damage from a sorcery to its caster.						
<b>Reveka, Wizard Savant</b>	SL	R	•	SVC	UU2	NL
Reveka does 2 damage to creature or player and does not untap during your next upkeep phase. 0/1.						
<b>Riptide</b>	INS	C	••	RAF	U	DK
Tap all blue creatures.						
<b>River Merfolk</b>	SC	R	••••	DSH	UU	FE
U. Give River Merfolk mountainwalk until end of turn. 2/1.						
<b>Sage of Last-Hom</b>	SC	C	•	Pto	U1	AQ
T. Draw a card from your library. Each time you do this, place one of your kingdoms in play in the graveyard. 1/1.						
<b>Sea King's Blessing</b>	INS	U	••	RAF	U	LG
Change the color of any number of target creatures to blue until end of turn.						
<b>Sea Serpent</b>	SC	C	••	JMe	U5	A,B,U,R,4TH
Can't attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.						
<b>Sea Spirit</b>	SC	U	•••	RAI	U4	IA
U: +1/+0 until end of turn. 2/3.						
<b>Sea Troll</b>	SC	U	•	DGo	U2	NL
U. Regenerate. Use this ability only during a turn in which Sea Troll						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

<b>Seasinger</b>	SC	U	•••	AWe	UU1	FE
T. Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.						
<b>Sea Sprite</b>	SC	U	•	SVC	U1	NL
Flying. Protection from red. 1/1.						
<b>Sevastian Leviathan</b>	SC	U	•••	MBe	U4	LG,4TH
Islandwalk. 3/3.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

<b>Tangle Kelp</b>	EC	U	••	RAI	U	DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.						
<b>Telekinesis</b>	INS	R	••	DGo	UU	LG
Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.						
<b>Teleport</b>	INS	R	•••	DSH	UUU	LG,CH
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						



## ANABA BODYGUARD

<b>Serendib Djinn</b>	SC	R	••	AMa	UU2	AM
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
<b>Serendib Elfreet</b>	SC	R	••••	AMa	U2	AM,R
Flying. Does 1 damage to you during upkeep. 3/4.						
<b>Shifty</b>	SC	R	•••	RTH	U4	IA
During your upkeep, you may change the color of Shifty to any color or combination of colors. 4/2.						
<b>Sibilant Spirit</b>	SC	R	•••••	RSp	U5	IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.						
<b>Silver Erro</b>	SC	U	•••	MBe	U3	IA
Flying, trample. 2/2.						
<b>Silhouette</b>	INS	U	•	KFo	U4	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
<b>Sinbad</b>	SC	U	•	JBo	U1	AM,4TH
T. Draw new card, you may only keep it if it's a land. 1/1.						
<b>Siren's Call</b>	INS	U	•••	AMa	U	A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.						
<b>Slaight of Mind</b>	INT	U	•••••	NLo	U	A,B,U,R,4TH,IA
Change the text of a card being played or in play by switching one color word with another.						
<b>Snow Devil</b>	EC	C	•••	KMa	U1	IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						
<b>Snowfall</b>	EN	C	••	Pto	U2	IA
CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.						
<b>Soldavi Machinist</b>	SC	U	••	JMe	U1	IA
T. Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.						
<b>Soul Barrier</b>	EN	U	•	HMc	U2	IA
Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.						
<b>Spectral Cloak</b>	EC	U	••••	RAI	UU	LG
Target creature may not be targeted by spells or fast effects unless it is tapped.						
<b>Spell Blast</b>	INT	C	••••	BSn	UX	A,B,U,R,4TH
Counter target spell. X is casting cost of target spell.						
<b>Stasis</b>	EN	R	••••	FJo	U1	A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.						
<b>Steel Artifact</b>	EA	U	•••	AWe	UU2	A,B,U,R,4TH
Take control of target artifact.						
<b>Sunken City</b>	EN	C	••••	JMy	UU	DK,4TH
All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.						
<b>Sylvanite Priest</b>	SC	U	•••	RSp	U1	FE
UU, T. Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.						



## ALIBAN'S TOWER

<b>Thoughtloss</b>	INT	R	•••	MPo	U	A,B,U,R,4TH
Change the color of a card being played or already in play to blue.						
<b>Thunder Wall</b>	SC	U	••••	RTH	UU1	IA
Flying. U: +1/+1 until end of turn. 0/2.						
<b>Tidal Flats</b>	EN	C	••	Mto	U	FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (two versions). Sev.						
<b>Tidal Influence</b>	EN	U	••	TWa	U2	FE
Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.						
<b>Time Elemental</b>	SC	R	•••	AWe	U2	LG,4TH
Pay UU, T. Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
<b>Time Walk</b>	SOR	R	•••••	AWe	U1	A,B,U
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
<b>Time-twister</b>	SOR	R	•••••	Mto	U2	A,B,U
Put Time-twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
<b>Transmute Artifact</b>	SOR	U	•••	AMa	UU	AQ
Choose an artifact from your library and immediately place it in play, also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.						
<b>Twiddle</b>	INS	C	•••••	RAI	U	A,B,U,4TH
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.						
<b>Undertow</b>	EN	U	••	RAF	U2	LG
Creatures with islandwalk may be blocked.						
<b>Unstable Mutation</b>	EC	C	•••	DSH	U	AM,R,4TH
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						
<b>Unsummon</b>	INS	C	•••	DSH	U	A,B,U,R,4TH
Return target creature to the hand of its owner. Discard enchantments on creature.						
<b>Uproft</b>	INS	U	•••	LWt	U1	IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn.						
<b>Venarian Gold</b>	EC	C	•••	DGo	UUU	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
<b>Vesuvan Doppelganger</b>	SC	R	•••••	OHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. 2/2.						
<b>Vodalian Knights</b>	SC	R	••••	SVC	UU1	FE
First strike. U: Give Vodalian Knights flying until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can't attack if your opponent controls no islands. 2/2.						

## Anaba Bodyguard & Aliban's Tower:

Actually, this trick works with any first strike creature, but minotaurs are so cool, we'll go with the bodyguard. All you gotta do is block with a first strike beastie, and, when your opponent thinks he's scored a win, zap your blocker with the tower of power, making him an impressive 5/4 first striker. Then smile, look smug, and say, "Hey, you mess with the bull, you get the horns."

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Vodalian Mage</b> U, T: Counter a target spell unless caster pays an additional 1 QHO, SVC, MPo 1/1	SC	C	***	Multi	U2	FE	<b>Arcades Sabbath</b> Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath 7/7	SL	R	***	EBo	UUGWW2	LG, CH	<b>Giant Trap Door Spider</b> GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3	SC	U	***	HHu	GR1	IA
<b>Vodalian Soldiers</b> Artists: MBe, RKF, JMe, SVC, 1/2	SC	C	+	Multi	U1	FE	<b>Axelrod Gunnarson</b> Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5	SL	R	***	SKG	BBR4	LG, CH	<b>Glaciers</b> All mountains become plains	EN	R	***	MTe	UW2	
<b>Vodalian War Machine</b> Top Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed 0/4	SC	R	***	AWe	UU1	FE	<b>Ayesha Tamoka</b> T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2	SL	R	***	BWa	UUWW	LG, CH	<b>Gosta Dirk</b> First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4	SL	R	***	RTh	UUWW3	LG
<b>Volcanic Eruption</b> Destroy 1 mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	***	DSh	UULK	ABUR4TH	<b>Barktooth Warbeard</b> 6/5.	SL	U	**	ARu	BRR4	LG	<b>Gwendlyn Di Corei</b> T: Target player randomly discards a card in hand (play only during your turn). 3/5	SL	R	****	JBo	BBUR	LG
<b>Wall of Air</b> Flying. 1/5.	SC	U	***	RTh	UUT	ABUR4TH	<b>Bartel Runeaxe</b> Cannot be target of enchant creature spells. Does not tap to attack.	SL	R	***	ARu	BGR3	LG	<b>Halfdane</b> Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	***	MBe	BUW1	LG
<b>Wall of Kelp</b> UG T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3	SC	R		ARa	UU	HL	<b>Boris Devilboon</b> BR2 T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.	SC	R	***	JMy	BR3	LG	<b>Hazezon Tamar</b> On your first upkeep after Hazezon Tamar is put in play, put "Sand Worms takes a play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Worms if Hazezon Tamar leaves play. 2/4	SL	R	***	RKF	GRW4	LG
<b>Wall of Water</b> U: +0, 0/5.	SC	U	**	RTh	UUT	ABUR4TH	<b>Centaur Archer</b> T: Deal 1 damage to target flying creature. 3/2	SC	U	***	MBe	GR1	IA	<b>Hunding Gjornersen</b> Rampage: 1. 5/4	SL	U	**	RTh	UUW3	LG
<b>Wall of Vapor</b> (cannot be damaged by creatures it blocks. 0/1)	SC	C	***	RTh	U3	LG, CH	<b>Chromatic Armor</b> Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC	R	***	MPo	UW1	IA	<b>Hymn of Rebirth</b> Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	***	RKF	GW3	IA
<b>Wall of Wonder</b> UG: Give Wall of Wonder +4/+4 and enable it to attack. 1/5	SC	U	**	RTh	UU2	LG, CH							<b>Jacques le Vert</b> Make all your green creatures +0/+2. 3/2	SL	R	***	ARu	GRW1	LG	
<b>Water Elemental</b> 5/4.	SC	U	**	JMe	UU3	ABUR4TH														
<b>Water Wurm</b> Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	**	RSp	U	DK														



## HAZDUHR THE ABBOT

## REGENERATION

## ALCHOR'S TOMB

**Hazduhr the Abbot & Regeneration & Alchor's Tomb:** Just put some drool on his chin, a beer in one hand, and a home enema kit in the other, and he looks just like my grandpa. Anywho, Hazduhr can re-direct X damage from any of your white creatures to himself. Alchor's Tomb, which can change the color of any of your permanents, can make any of your critters eligible. Slap a Regeneration on Hazduhr to keep 'im coming back for more.

<b>Wind Spirit</b> SC U **** KFo U4 IA Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	****	KFo	U4	IA	<b>Chromium</b> SL R *** EBo BBURWW2 LG, CH Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SL	R	***	EBo	BBURWW2	LG, CH	<b>Jasmine Boreas</b> SL U ** RKF GW3 LG 4/5.	SL	U	**	RKF	GW3	LG
<b>Winter's Chill</b> INS R *** EBo UX IA Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	***	EBo	UX	IA	<b>Dakkon Blackblade</b> SL R **** RKF BUW2 LG, CH T: equal the number of lands you control.	SL	R	****	RKF	BUW2	LG, CH	<b>Jedit Opemon</b> SL U *** MPo UWW4 LG 5/5.	SL	U	***	MPo	UWW4	LG
<b>Word of Undoing</b> INS C **** CRu U IA Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	****	CRu	U	IA	<b>Dark Heart of the Wood</b> EN C *** CRu BG DK Sacrifice a forest to gain 3 life.	EN	C	***	CRu	BG	DK	<b>Jerrard of the Closed Fist</b> SL U *** ARu GGR3 LG 6/5.	SL	U	***	ARu	GGR3	LG
<b>Wrath of Marit Lage</b> EN R **** MRo UU3 IA Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	****	MRo	UU3	IA	<b>Diabolic Vision</b> SOR U **** AWa BU IA Look at the top five cards of your library and put one in your hand.	SOR	U	****	AWa	BU	IA	<b>Johan</b> SL R **** MTe GRW3 LG, CH If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4	SL	R	****	MTe	GRW3	LG, CH
<b>Zephyr Falcon</b> SC C *** HHu U1 LG, 4TH Flying. Does not tap to attack. 1/1.	SC	C	***	HHu	U1	LG, 4TH	<b>Earthlink</b> EN R ** RKF BGR3 IA Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.	EN	R	**	RKF	BGR3	IA	<b>Kosimir the Lone Wolf</b> SL U * RKF UW4 LG 5/3.	SL	U	*	RKF	UW4	LG
<b>Zur's Weirding</b> EN R **** LDa U3 IA All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	****	LDa	U3	IA	<b>Elemental Augury</b> EN R **** AWa BUR IA 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	****	AWa	BUR	IA	<b>Kai Takahashi</b> SL R *** SKG GW2 LG, CH T: Prevent up to 2 damage to target creature. 2/2	SL	R	***	SKG	GW2	LG, CH
<b>Zuran Enchanter</b> SC C *** DSh U1 IA B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1	SC	C	***	DSh	U1	IA	<b>Essence Vortex</b> INS U *** MOK BU1 IA Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	***	MOK	BU1	IA	<b>Kjeldoran Frostbeast</b> SC U **** MPo GW3 IA Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4	SC	U	****	MPo	GW3	IA
<b>Zuran Spellcaster</b> SC C **** EBo U2 IA T: Do 1 damage to any target. 1/1	SC	C	****	EBo	U2	IA	<b>Fiery Justice</b> SOR R *** MBe GRW IA Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	***	MBe	GRW	IA	<b>Lady Caleria</b> SL R **** BWa GGWW3 LG T: Do 3 damage to target attacking or blocking creature. 3/6	SL	R	****	BWa	GGWW3	LG

Rebuffed/Banned	ART Artifact	C Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Equipment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery



## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Monsoon</b>	EN	R	****	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
<b>Mountain Titan</b>	SC	R	****	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
<b>Nebuchadnezzar</b>	SL	R	****	RKF	BU3	L6, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
<b>Nicol Bolos</b>	SL	R	***	EBe	BBUUR2	L6, CH
Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.						
<b>Palladia-Mors</b>	SL	R	***	EBe	GGRRWW2	L6, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
<b>Pavel Makki</b>	SL	U	***	Alu	BR4	L6
BR: Give Pavel Makki +1/+0 until end of turn. 5/3.						
<b>Princess Lucezia</b>	SL	U	*	SEv	BUU3	L6
T: Add U to your mana pool (play as an interrupt). 5/4						
<b>Ragnar</b>	SL	R	***	MBe	BGW	L6
UGW, T: Ragnarate target creature. 2/2						
<b>Ramirez DePietro</b>	SL	U	***	PfO	BBU3	L6
First strike. 4/3.						
<b>Ramses Overdark</b>	SL	R	***	RKF	BBU2	L6
T: Destroy a target creature with an enchantment on it. 4/3.						
<b>Rasputin Dreamweaver</b>	SL	R	**	Alu	UW4	L6, CH
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.						
<b>Reclamation</b>	EN	R	***	DW1	GW2	IA
No black creature may attack unless its controller sacrifice a land when that creature attacks.						
<b>Riven Turnbull</b>	SL	U	**	RKF	BU5	L6
T: Add B to your mana pool (play as an interrupt). 5/7.						
<b>Rohgahh of Kher Keep</b>	SL	R	***	EBe	BBRR2	L6
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control 5/5.						
<b>Rubina Soulsinger</b>	SL	R	****	BAU	UGW2	L6
T: Gain control of target creature. You lose control of target creature when Rubina Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubina Soulsinger tapped. 2/3.						
<b>Scarwood Goblins</b>	SC	C	**	ISp	GR	DK
2/2						
<b>Sir Shandalar of Barym</b>	SL	U	**	Alu	GW4	L6
4/7.						
<b>Siviri Scourgem</b>	SL	U	**	Nth	BU5	L6, CH
6/4.						
<b>Skeleton Ship</b>	SL	R	****	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a 1-/1- counter on a creature. 0/3 Artists: AWe & TWo						
<b>Selkhar Swamp King</b>	SL	R	****	RKF	BUR2	L6, CH
Swampwalk. Controller gains 1 life each time a black spell is cast 5/5						
<b>Spectral Shield</b>	EC	U	****	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells						
<b>Stang</b>	SL	R	***	MPo	GR4	L6, CH
Put Stang Twin token in play when casting Stang. Stang Twin token is a 3/4 green and red legend. Remove Stang Twin token from game if Stang leaves play. 3/4						
<b>Storm Spirit</b>	SL	R	****	PvE	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3						
<b>Stormbind</b>	EN	R	***	Multi	GR1	IA
2. Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMa						
<b>Sunashan Falconer</b>	SL	U	***	Clu	GR3	L6
T: Add 2 to your mana pool. 4/4						
<b>Tetsuo Umezawa</b>	SL	R	****	JBa	BUR	L6
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3						
<b>Tobias Andron</b>	SL	U	**	Alu	UW3	L6, CH
4/4						
<b>Tor Wauki</b>	SL	U	***	RAF	BBR2	L6, CH
T: Do 2 damage to attacking or blocking creature. 3/3						
<b>Torsten Von Ursus</b>	SL	U	**	MPo	GGW3	L6
5/5						
<b>Tukinr Deathlock</b>	SL	R	****	LDa	GGRR	L6
Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Ur-Drago</b>	SL	R	***	Clu	BBU3	L6
First strike. Creatures with swampwalk may be blocked. 4/4.						
<b>Vaevictis Asmadi</b>	SL	R	***	Alu	BBRRG62	L6, CH
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.						
<b>Wings of Aesthir</b>	EC	U	****	EBe	UW	IA
Give target creature flying, first strike, and +1/+0.						
<b>Xira Arien</b>	SL	R	***	MBe	BRG	L6, CH
Flying. GRB, T: Make target player draw a card. 1/2.						

## GREEN

<b>Aisligh Leprechaun</b>	SC	C	**	QHo	G	L6
All creatures blocking or blocked by Leprechaun become green. 1/1.						
<b>An-Havva Constable</b>	SC	U	***	Dfr	GG1	HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+.						
<b>An-Havva Inn</b>	SOR	U	***	BSn	GG1	
Gain 1+X life where X is the number of green creatures in play.						
<b>Arborea</b>	EW	U	***	DGo	GG2	L6
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
<b>Argothian Pixies</b>	SC	C	***	AWe	G1	AQ, CH
Cannot be blocked by artifact creatures. damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
<b>Argothian Treefolk</b>	SC	C	***	AWe	GG3	AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
<b>Aspect of Wolf</b>	EC	R	****	JMo	G1	A,B,U,R,4TH
Increase target creature's power and toughness by half the number of forests caster has in play.						
<b>Aurochs</b>	SC	C	***	KMe	G3	IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.						
<b>Autumn Willow</b>	SL	R	***	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects. Kill the end of turn.						
<b>Avoid Fate</b>	INT	C	*	PfO	G	L6
Counter target interrupt or enchantment targeting a permanent you control.						
<b>Baldurion Bears</b>	SC	C	***	QHo	G1	IA
2/2.						
<b>Barbary Apes</b>	SC	C	***	BWa	G1	L6
2/2.						
<b>Berserk</b>	IMS	U	****	Dfr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
<b>Birds of Paradise</b>	SC	R	****	MPo	G	A,B,U,R,4TH
Flying. T: Add one mana of any color to your mana pool. 0/1.						
<b>Blizzard</b>	EN	R	**	AWa	GG	IA
CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.						
<b>Brown Ouphe</b>	SC	C	****	DGo	G	IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.						
<b>Camouflage</b>	IMS	U	***	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore diagonal blocks.						
<b>Carapace</b>	EC	C	***	AWa	G	HL
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions.)						
<b>Carnivorous Plant</b>	SC	C	***	QHo	G3	DK, 4TH
Counts as a wall. 4/5.						
<b>Cat Warriors</b>	SC	C	****	MBe	GG1	L6, CH
Forestwalk. 2/2.						
<b>Chub Toad</b>	SC	C	***	DGo	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						

<b>Channel</b>	SOR	U	**	ETH	GG	A,B,U,R,4TH
Add 1 colorless mana to your pool for each life point you sacrifice.						
<b>Civical Druid</b>	SC	U	**	JMo	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
<b>Cockatrice</b>	SC	R	****	Dfr	GG3	A,B,U,R,4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
<b>Cocoon</b>	EC	U	***	MTo	G	L6, CH
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
<b>Concordant Crossroads</b>	EW	R	***	AWe	G	L6, CH
Creatures may attack or tap during the turn they are brought into play.						
<b>Crow Giant</b>	SC	U	****	Clu	GGG63	L6, CH
Trample. Rampage: 2. 6/4.						
<b>Crow Wurm</b>	SC	C	**	DGo	GG4	A,B,U,R,4TH
6/4.						
<b>Crumble</b>	IMS	C	****	JMy	G	AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
<b>Cyclone</b>	EN	R	**	MTo	GG2	AN, CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
<b>Daughter of Autumn</b>	SC	R	***	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.						
<b>Deadfall</b>	EN	U	**	Nth	G2	L6
Creatures with forestwalk may be blocked.						
<b>Desert Twister</b>	SOR	U	****	SVC	GG4	AN,R,4TH
Destroy any one card in play.						
<b>Dire Wolves</b>	SC	C	***	RSp	G2	IA
Gains bonding if you control any plains. 2/2.						
<b>Drop of Honey</b>	EN	R	***	AWa	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
<b>Darkwood Boars</b>	SC	C	***	MKG	G4	L6, 4TH
4/4.						
<b>Earthlore</b>	EL	C	****	Dfr	G	IA
O: Tap target land to give target blocking creature +1/+2 until end of turn.						
<b>Elder Druid</b>	SC	R	****	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
<b>Elven Fortress</b>	EN	C	***	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PvE, TWa.						
<b>Elven Riders</b>	SC	U	***	MBe	GG3	L6, 4TH
Cannot be blocked except by walls and flying creatures. 3/3.						
<b>Elves of Deep Shadow</b>	SC	U	***	JMy	G	DK
T: Add B to your mana pool and lose 1 life. play as an interrupt. 1/1.						
<b>Elvish Archers</b>	SC	R	***	AWa	G1	A,B,U,R,4TH
First strike. Misprint: Alpha version listed power and toughness as 1/2 2/1.						
<b>Emerald Dragonfly</b>	SC	C	*	QHo	G1	L6, CH
Flying. GG: First strike until end of turn. 1/1.						
<b>Elvish Farmer</b>	SC	R	***	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
<b>Elvish Hunter</b>	SC	C	****	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AWa, MPo, SVC. 1/1.						



SENGIR AUTOCRAT



HECATOMB

**Sengir Autocrat & Hecatomb:** Is it us or does the Sengir Autocrat look like that Fred Mertz guy from *I Love Lucy*? Anyway, Mr Autocrat here seems tailor-made for *Ice Age*'s rather ridiculous targetable Pestilence, Hecatomb. For one black and three other mana, the Autocrat pops out with three 0/1 drinking buddies ready-to-go sacrificial fodder for ol' Give'em-Hecatomb.

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Elvish Scout</b> SC C *** Multi G FE G: T. Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPO, Cbu, PVo 1/1	SC	C	***	Multi	G	FE	<b>Giant Badger</b> SC R *** LDo G61 B00K Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2	SC	R	***	LDo	G61	B00K	<b>Urgoyl</b> SC R **** PVo G62 1A * equals the total number of creatures in all graveyards. */+1	SC	R	****	PVo	G62	1A
<b>Erinorn Djinn</b> SC U *** KMo G3 AN, CH Djinn's flashback to an opponent's creature until next upkeep. 4, 5	SC	U	***	KMo	G3	AN, CH	<b>Giant Growth</b> INS C **** Sev G A,B,U,R,4TH 1A Target creature gets +3/+3 until end of turn.	INS	C	****	Sev	G	A,B,U,R,4TH 1A	<b>Lifelate</b> EN U **** DWf G6 A,B,U,R,4TH GG: Counter a black spell as if it is being cast (play as an interrupt).	EN	U	****	DWf	G6	A,B,U,R,4TH
<b>Essence Filter</b> SOR C **** REm GG1 1A Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	****	REm	GG1	1A	<b>Giant Spider</b> SC C **** Sev G3 A,B,U,R,4TH Lose 1 fly, but can block flying creatures. 2, 4	SC	C	****	Sev	G3	A,B,U,R,4TH	<b>Lifelate</b> INT R * AWe G A,B,U,R,4TH Change the color of one land in play to green.	INT	R	*	AWe	G	A,B,U,R,4TH
<b>Eureka</b> SOR R **** Kfo G62 1G Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in play. If a spell has an X in its casting cost, X is 0.	SOR	R	****	Kfo	G62	1G	<b>Giant Turtle</b> SC C * JMo G61 1G Swim 1. May not attack. If it did so during your last turn, 2, 4.	SC	C	*	JMo	G61	1G	<b>Living Artifact</b> EA R **** AMo G A,B,U,R,4TH Put 1 counter on target artifact per fly you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	****	AMo	G	A,B,U,R,4TH
<b>Faerie Noble</b> SC R Svc G2 HL Flying. All faeries gain +0/+1. 1: All faeries gain +1/+0 till the end of turn. 2/2	SC	R		Svc	G2	HL	<b>Glyph of Reincarnation</b> INS C *** Svc G 1G Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	***	Svc	G	1G	<b>Living Lands</b> EN R ** JMy G3 A,B,U,R,4TH Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	**	JMy	G3	A,B,U,R,4TH
<b>Fanatical Fever</b> INS U *** JBo G62 1A Give a creature +3/+0 and trample until end of turn.	INS	U	***	JBo	G62	1A	<b>Gorilla Pack</b> SC C ** AWo G2 1A Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3	SC	C	**	AWo	G2	1A	<b>Living Plane</b> EW R *** BWo G6 1G Consider all lands in play both lands and 1/1 creatures that may not be tapped when tapped in play.	EW	R	***	BWo	G6	1G
<b>Fastbond</b> EN R ** MPO G A,B,U,R Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	**	MPO	G	A,B,U,R	<b>Grizzly Bears</b> SC C *** JMo G1 A,B,U,R,4TH 2/2.	SC	C	***	JMo	G1	A,B,U,R,4TH	<b>Manowar Elves</b> SC C **** AMo G A,B,U,R,4TH T Add G to your mana pool. Played as an interrupt. 1/1	SC	C	****	AMo	G	A,B,U,R,4TH
<b>Feral Thallid</b> SC U ** RAJ GGG3 FE Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3	SC	U	**	RAJ	GGG3	FE	<b>Hidden Path</b> EN R **** RAJ GGGG2 DK All green creatures gain foreswolk.	EN	R	****	RAJ	GGGG2	DK	<b>Lure</b> EC U **** AMo G61 A,B,U,R,4TH All creatures that can block target creature must do so.	EC	U	****	AMo	G61	A,B,U,R,4TH
<b>Fire Sprites</b> SC C ** JBo G1 1G Flying. G: T. Add R to your mana pool (play as an interrupt). 1/1.	SC	C	**	JBo	G1	1G	<b>Hornet Cohort</b> SC C * Sev G61 1G First strike. 2/1.	SC	C	*	Sev	G61	1G	<b>Lurker</b> SC R *** AMo G2 DK Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3	SC	R	***	AMo	G2	DK
<b>Floral Spuzzum</b> SC U ** RAJ G3 1G If Floral Spuzzum attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2	SC	U	**	RAJ	G3	1G	<b>Hot Springs</b> EL R *** MLo G1 1A 0: Tap land. Hot Springs enchants to prevent 1 damage to any target.	EL	R	***	MLo	G1	1A	<b>Maddening Wind</b> EC U *** DWf G2 1A CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	***	DWf	G2	1A
<b>Fog</b> INS C *** JMy G A,B,U,R,4TH Creatures do not damage one another in combat.	INS	C	***	JMy	G	A,B,U,R,4TH	<b>Hungry Mist</b> SC C HHu G62 HL 6/2. During your upkeep, pay GG or bury Hungry Mist (Two versions).	SC	C		HHu	G62	HL	<b>Mammoth Harness</b> EC R MBo G3 HL Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.	EC	R		MBo	G3	HL
<b>Folk of An-Havva</b> SC C JBo G HL If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. 1/1. (Two versions).	SC	C		JBo	G	HL	<b>Hurricane</b> SOR U **** DWf GX A,B,U,R,4TH 1A Do X damage to all players and flying creatures.	SOR	U	****	DWf	GX	A,B,U,R,4TH 1A	<b>Marsh Viper</b> SC C *** RSp G3 DK,4TH Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2	SC	C	***	RSp	G3	DK,4TH
<b>Folk of the Pines</b> SC C **** Mth G4 1A G1: +1/+0 until end of turn. 2/5. Artists: Mth & Cbu	SC	C	****	Mth	G4	1A	<b>Ice Storm</b> SOR U *** Dfi G2 A,B,U Destroy any one land.	SOR	U	***	Dfi	G2	A,B,U	<b>Master of the Hunt</b> SC R **** JMo G62 1G GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2	SC	R	****	JMo	G62	1G
<b>Forbidden Lore</b> EL R **** Cbu G2 1A 0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	****	Cbu	G2	1A	<b>Ichneumon Druid</b> SC U * MBo G61 1G Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	*	MBo	G61	1G	<b>Metamorphosis</b> SOR C * Cbu G AN, CH Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.	SOR	C	*	Cbu	G	AN, CH
<b>Force of Nature</b> SC R **** DSh GGGG2 A,B,U,R,4TH Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8	SC	R	****	DSh	GGGG2	A,B,U,R,4TH	<b>Iffy Biff Eftect</b> SC R *** JMy G62 AN Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3	SC	R	***	JMy	G62	AN	<b>Miss Monster</b> SC C ** JMy G62 1G 3/6	SC	C	**	JMy	G62	1G
<b>Forgotten Lore</b> SOR U **** Mth G 1A Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	****	Mth	G	1A	<b>Instill Energy</b> EC U **** DWf G A,B,U,R,4TH Untap target creature one extra time per turn, target may attack when it comes into play.	EC	U	****	DWf	G	A,B,U,R,4TH	<b>Wolf's Asp</b> SC C ** Cbu G AN,4TH If Wolf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1	SC	C	**	Cbu	G	AN,4TH
<b>Foxfire</b> INS C ** MOK G2 1A Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	**	MOK	G2	1A	<b>Ironroot Treefolk</b> SC C *** JMy G4 A,B,U,R,4TH 3/5.	SC	C	***	JMy	G4	A,B,U,R,4TH	<b>Natural Selection</b> INS R * MPO G A,B,U Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	*	MPO	G	A,B,U
<b>Fraylisse Suppliment</b> SC U ** Multi G1 1A T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LDo & DSh	SC	U	**	Multi	G1	1A	<b>Johull Wurm</b> SC U **** DGo G5 1A Johull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6	SC	U	****	DGo	G5	1A							
<b>Fraylisse's Charm</b> EN U *** MOK G6 1A GG: Draw a card when any opponent successfully casts a black spell. GG: Return Fraylisse's Charm to your hand.	EN	U	***	MOK	G6	1A														
<b>Fraylisse's Winds</b> EN R *** Mto G62 1A Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	***	Mto	G62	1A														
<b>Fungal Bloom</b> EN R **** DGo G6 FE GG: Put a spore counter on target Fungus.	EN	R	****	DGo	G6	FE														
<b>Fungusaur</b> SC R **** DGo G3 A,B,U,R,4TH Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	****	DGo	G3	A,B,U,R,4TH														
<b>Fyndhorn Brownie</b> SC C *** Rth G2 1A G2: T. Untap a creature. 1/1	SC	C	***	Rth	G2	1A														
<b>Fyndhorn Elder</b> SC U **** Cbu G2 1A T Add GG to your mana pool. 1/1	SC	U	****	Cbu	G2	1A														
<b>Fyndhorn Elves</b> SC C **** JMo G 1A T Add G to your mana pool. 1/1	SC	C	****	JMo	G	1A														
<b>Fyndhorn Pollen</b> EN R *** Pfo G2 1A CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.	EN	R	***	Pfo	G2	1A														
<b>Gaea's Avenger</b> SC R *** PVo G61 AQ * = number of artifacts opponent has in play. */+1/+1.	SC	R	***	PVo	G61	AQ														
<b>Gaea's Liege</b> SC R **** DWf GGG3 A,B,U,R,4TH T: Tap any land into defense forest. All lands with defense forest when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play, when attacking, power and toughness equal number of forests defending opponent has in play. */+.	SC	R	****	DWf	GGG3	A,B,U,R,4TH														
<b>Gaea's Touch</b> EN C *** MPO G6 DK You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	***	MPO	G6	DK														
<b>Ghazban Ogre</b> SC C * JMy G AN, CH During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2	SC	C	*	JMy	G	AN, CH														



## CLOCKWORK GNOMES

## ASHNOD'S TRANSMOGRATOR

## Clockwork Gnomes & Ashnod's Transmogrator:

Wizards of the Coast would make a fortune selling 1/1 windup gnomes like this. Tell me you wouldn't buy one. Anyway, this one's easy. All you gotta do is have an Ashnod's Transmogrator ready, and when someone toasts your clutch creature, transmogrify him into an artifact creature and regenerate him with the gnomes. Ta-da!

<b>Jovan's Ferrets</b> SC C AWe G HL If Jovan's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, tap all creatures which blocked Jovan's Ferrets. These creatures do not untap as normal during their controller's next untap phase. 1/1	SC	C		AWe	G	HL	<b>Nature's Lore</b> SOR U *** REm G1 1A Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	***	REm	G1	1A
<b>Juniper Order Druid</b> SC C *** JMe G2 1A T: Untap a land of your choice at the speed of an interrupt. 1/1.	SC	C	***	JMe	G2	1A	<b>Niall Salvain</b> SC R *** Cbu GGG DK GGGG: T. Regenerate target creature. 2/2	SC	R	***	Cbu	GGG	DK
<b>Killer Boes</b> SC U **** Pfo G61 LG,4TH Flying. G: Give Boes +1/+1 until end of turn. 3/1.	SC	U	****	Pfo	G61	LG,4TH	<b>Night Sail</b> EN C *** Multi GG FE 1. Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: Sev, Mth, Dtu	EN	C	***	Multi	GG	FE
<b>Kudzu</b> EL R * MPO G61 A,B,U,R When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are destroyed.	EL	R	*	MPO	G61	A,B,U,R	<b>Pale Bears</b> SC R *** AWo G2 1A Islandwalk. 2/2.	SC	R	***	AWo	G2	1A
<b>Land Leeches</b> SC C ** QHo G61 DK,4TH First strike. 2/2.	SC	C	**	QHo	G61	DK,4TH	<b>People of the Woods</b> SC U *** Dtu GG DK * = number of forests controlled by controller of People of the Woods. 1/*	SC	U	***	Dtu	GG	DK
<b>Leaping Lizard</b> SC C AWe G61 HL 1G. Flying and 0/-1 until the end of turn.	SC	C		AWe	G61	HL	<b>Pixie Queen</b> SC R *** QHo G62 1G GGG: T. Give target creature flying until end of turn. 1/1	SC	R	***	QHo	G62	1G
<b>Ley Druid</b> SC U *** Sev G2 A,B,U,R,4TH T Untap a land of your choice (play as an interrupt). 1/1	SC	U	***	Sev	G2	A,B,U,R,4TH							

• Restricted/Banned	SRI: Artist	C: Unknown Upkeep	EC: Enchant Creature	EL: Enchant Land	EW: Enchant World	INT: Interrupt	SC: Summon Creature
AK: Artifact Creature	CR: Current Rarity	BE: Enchant Artifact	EE: Enchant Enchantment	EN: Enchantment	INS: Instant	UAH: Land	SOR: Sorcery



## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Powerleech</b>	EN	U	***	CRu	GG	AQ
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.						
<b>Prodash Gypsies</b>	SC	C	**	QHo	G2	LG,4TH
G1: Give target creature -2/0 until end of turn. 1/1						
<b>Primal Order</b>	EN	R		RAI	GG2	HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.						
<b>Pygmy Allosaurus</b>	SC	R	***	AMa	G2	IA
Swampwalk. 2/2.						
<b>Pykrite</b>	SC	C	*	EBo	G2	IA
Draw a card at the beginning of the next turn. 1/1						
<b>Rabid Wombat</b>	SC	U	***	KFo	GG2	LG, CH
Gains +2/+2 for each enchantment cost on it. Rabid Wombat does not tap when attacking. 0/1						



DARK MAZE



DARK MAZE

<b>Radjan Spirit</b>	SC	U	***	CRu	G3	LG,4TH
T: Target creature loses flying ability until turn ends. 3/2						
<b>Rebirth</b>	SOR	R	**	MtA	GGG3	LG,4TH
Each player may be healed to 20 life. Any player so choosing onto an additional card from the top of his or her library. Remove it not playing for ante.						
<b>Regeneration</b>	EC	C	***	QHo	G1	A,B,U,R,4TH,IA
B: Target creature regenerates.						
<b>Regrowth</b>	SOR	U	****	DWf	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
<b>Reincarnation</b>	INS	U	***	EBo	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
<b>Renewal</b>	SOR	C		KFo	G2	HL
Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.						
<b>Revolution</b>	EW	R	**	KFo	G	LG,CH
Play with all cards in hand face up.						
<b>Rime Dryad</b>	SC	C	***	MtA	G	IA
Snow-covered forestwalk. 1/2.						
<b>Ritual of Subdual</b>	EN	R	***	JHo	GG4	IA
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.						
<b>Root Spider</b>	SC	U		MtG	G3	HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2						
<b>Roots</b>	EC	U		MtA	G3	HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.						
<b>Rust</b>	INT	C	**	LDo	G	LG
Counter target artifact effect that requires an activation cost.						
<b>Rysorian Badger</b>	SC	R		MtG	G2	HL
If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain 1 life for each creature removed. 2/2						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Sandstorm</b>	INS	C	**	BSn	G	AN,4TH
CU: * damage to all attacking creatures.						
<b>Savven Elves</b>	SC	C	**	KSg	G	DK
GG T: Destroy target enchant land. 1/1						
<b>Scalded Wurm</b>	SC	C	***	DGe	G7	IA
7/6.						
<b>Scarwood Bandits</b>	SC	R	****	MPo	GG2	DK
Forestwalk. G2: T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2						
<b>Scarwood Hag</b>	SC	U	***	AMa	G1	DK
GGG6: T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1						
<b>Scavenger Folk</b>	SC	C	***	DDe	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
<b>Scrib Sprites</b>	SC	C	****	AWo	G	A,B,U,R,4TH
Flying. 1/1.						
<b>Shombing Strider</b>	SC	C	***	DSh	GG4	IA
GR: +1/+1 until end of turn. 5/5.						
<b>Shondori Dryads</b>	SC	C	****	AMa	G	A,B,U,R,4TH
Forestwalk. 1/1.						
<b>Shelkin Brownie</b>	SC	C	*	DSh	G1	LE
T: Remove the banding ability from target creature until end of turn. 1/1.						
<b>Shrink</b>	INS	C		LDo	G	HL
Target creature gets -5/0 until the end of turn. (Two versions)						
<b>Singing Tree</b>	SC	R	****	RAI	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3						

## Dark Maze &amp; Dark

**Maze:** The Dark Maze is kinda cool, since it's a beefy 4/5 that can join in the attack. But after it attacks, it's removed from the game. (Wow, harsh penalty.) If you can't work up enough enthusiasm to play with this card, then check out the picture that results when you fit the two versions of the card together. Neat, huh? Now go find the other *Homelands* cards that join to form a bigger pic.

<b>Snowblind</b>	EC	R	*	DSh	G3	IA
Target creature gets: "/>*". * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.						
<b>Spectral Bears</b>	SC	U		PMo	G1	HL
If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.						
<b>Spitting Slug</b>	SC	U	**	AMa	GG1	DK
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4						
<b>Spore Claxul</b>	INS	C	****	MtA	GG1	FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat until as normal during their controller's next untap phase. Artists: JMy, SVC, AWo.						
<b>Spore Flower</b>	SC	U	**	MOK	GG	FE
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.						
<b>Stampede</b>	INS	R	****	JHo	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
<b>Storm Seeker</b>	INS	U	****	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he or she has in hand.						
<b>Stream of Life</b>	SOR	C	****	MPo	GX	A,B,U,R,4TH
Target player gains X life.						
<b>Stunted Growth</b>	SOR	R	***	MtA	GG3	IA
Target player must choose three cards from his or her hand and put them on top of his library in any order.						
<b>Subdue</b>	INS	C	**	BSn	G	LG
Target creature deals no damage. It gains X toughness, where X equals its casting cost.						
<b>Sylvan Library</b>	EN	R	****	MtA	G1	LG,4TH
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
<b>Sylvan Paradise</b>	INS	U	**	RAF	G	LG
Change the color of one or more target creatures to green until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Tarpan</b>	SC	C	***	MOK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
<b>Thalid</b>	SC	C	***	MtA	G	FE
Put a spore counter on Thalid during upkeep. Remove three counters from Thalid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBo, DGe, JMy, KSg. 1/1.						
<b>Thalid Devourer</b>	SC	U	**	KSg	GG1	FE
Put a spore counter on Thalid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thalid Devourer +1/+2 until end of turn. 2/2						
<b>Thalonia Druid</b>	SC	U	****	MOK	G2	FE
G1: T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1						
<b>Thalonia Monk</b>	SC	R	****	BWo	GG2	FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2						
<b>Thelon's Chant</b>	EN	U	***	MtA	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
<b>Thelon's Curse</b>	EN	R	***	PVo	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.						
<b>Thermokaster</b>	SOR	U	***	KWo	GG1	IA
Destroy target land. You gain 1 life if that land is snow-covered.						
<b>Thicket Basilisk</b>	SC	U	****	Df	GG3	A,B,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed 2/4.						
<b>Thorn Thalid</b>	SC	C	***	MtA	GG1	FE
During your upkeep, put a spore counter on Thorn Thalid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, MtA, JMy, MtA. 2/2						
<b>Thoughtleech</b>	EN	U	****	MtA	GG	IA
Gain 1 life whenever target opponent taps an island.						
<b>Timber Wolves</b>	SC	R	***	MtA	G	A,B,U,R,4TH
Bands. 1/1						
<b>Tinder Wall</b>	SC	C	****	Rim	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature or blocks. 0/3.						
<b>Titanium's Song</b>	EN	U	***	KXa	G3	AQ,R,4TH
Every name creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titanium's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
<b>Touch of Vile</b>	INS	U	***	LW	G2	IA
Target creature may untap on additional time this turn. That creature may attack or use abilities requiring the 1 symbol this turn. Draw a card at the beginning of the next turn.						
<b>Tractor</b>	SC	R	****	JHo	GG1	DK
GG: T: Tractor does damage equal to its power to target creature. Target creature does damage equal to its power to Tractor. 2/2.						
<b>Trailblazer</b>	INS	R	****	JBo	GG2	IA
Target creature may not be blocked this turn.						
<b>Tranquility</b>	SOR	C	****	DSh	G2	A,B,U,R,4TH
Discard all enchantments in play.						
<b>Tsunami</b>	SOR	U	**	RtH	G3	A,B,U,R,4TH
Destroy all islands in play.						
<b>Typhoon</b>	SOR	R	**	AMa	G2	LG
Do 1 damage to opponent for each island he or she controls.						
<b>Untamed Wilds</b>	SOR	U	**	NtH	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal land-play. Reshuffle your library afterward.						
<b>Venom</b>	EC	C	***	TWb	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
<b>Venomous Breath</b>	INS	U	***	LWf	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
<b>Verduran Enchantress</b>	SC	R	**	KtH	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2.						
<b>Wall of Brambles</b>	SC	U	***	AMa	G2	A,B,U,R,4TH
G: Regenerates. 2/3						
<b>Wall of Ice</b>	SC	U	***	RtH	G2	A,B,U,R,4TH
0/7						
<b>Wall of Pine Needles</b>	SC	U	***	BSn	G2	IA
G: Regenerates. 3/3						
<b>Wall of Wood</b>	SC	C	**	MtA	G	A,B,U,R,4TH
0/3.						
<b>Wanderlust</b>	EC	U	***	CtH	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
<b>War Mammoth</b>	SC	C	****	JHo	G3	A,B,U,R,4TH
Trample. 3/3						
<b>Web</b>	EC	R	****	RAI	G	A,B,U,R,4TH
Target creature gains -0/-2 and may block flying creatures.						
<b>Whippoorwill</b>	SC	U	***	DSh	G	DK
GG: T: Target creature may not regenerate or be the target of damage-preventing or damage-reducing spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1						
<b>Whirling Dervish</b>	SC	U	****	SVC	GG	LG,4TH
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						



JOVEN'S FERRETS



LURE



SIREN'S CALL

## Joven's Ferrets &amp; Lure &amp;

**Siren's Call:** Any creatures that block the ferrets can't untap on the following turn, and a Lure on the li'l buggers will insure that everybody blocks. "But why would I wanna kill my li'l ferret guys? They're soooo cute!" Hey, there're casualties in every war. On your opponent's next turn, zap him with Siren's Call, forcing all his creatures to attack or die. Uh-oh...they're all tapped, meaning your post-mortem ferrets are about to have company.

<b>Whiteout</b>	INS	U	***	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.						
<b>Willow Faerie</b>	SC	C		SVC	G1	HL
Flying 1/2						
<b>Willow Priestess</b>	SC	R		SVC	G62	HL
T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.						
<b>Witigo</b>	SC	R	***	MB	G63	IA
Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0						
<b>Wild Growth</b>	EL	C	***	MR	A, B, U, R, 4th	IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
<b>Willow Satyr</b>	SC	R	**	MA	G62	LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1						
<b>Winter Blast</b>	SOR	U	***	KFo	GX	LG, 4TH
Tap X target creatures. Do 2 damage to each target creature with flying.						
<b>Wolverine Pack</b>	SC	C	**	MA	G62	LG
Rampage: 2, 2/4						
<b>Wood Elemental</b>	SC	R	*	BSn	G3	LG
* = the number of untapped forests you sacrificed when casting Wood Elemental. 7/7.						
<b>Woolly Mammoth</b>	SC	C	***	DFr	G61	IA
Gains trample if you control any snow-covered lands. 3/2						
<b>Woolly Spider</b>	SC	C	***	DG	G61	IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3						
<b>Wormwood Treefolk</b>	SC	R	***	JMy	G63	DK
BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. 4/4						
<b>Wyuli Wolf</b>	SC	C	***	SVC	G1	AM
T: Give a creature +1/+1 until end of turn. 1/1.						
<b>Yavimaya Gnats</b>	SC	U	***	DFr	G2	IA
Flying. G: Regenerate. 0/1						

## RED

<b>Active Volcano</b>	INS	C	*	BSn	R	LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
<b>Azathi Berserker</b>	SC	U	**	MB	RR2	LG
Rampage: 3, 2/4.						
<b>Aggression</b>	EC	U	***	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
<b>Amulet</b>	SC	R	***	JBo	RR2	AM, CH
RR1: Steal artifact. 1/1						
<b>Ali Reisi</b>	SC	U	***	JBo	R2	AM, 4TH
R: Tap a wall. 1/1						
<b>Ali from Cairo</b>	SC	R	***	MP	RR2	AM
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2						
<b>Alibon's Tower</b>	INS	C		MA	1R	HL
Target defending creature gains +3/+1 till end of turn. (Two versions)						
<b>Ambush</b>	INS	C		AR	3R	HL
All blocking creatures get first strike.						

<b>Ambush Party</b>	SC	C	*	MP	4	HL
First Strike. May attack the turn it comes into play on your side. 3/1 (Two versions)						
<b>An-Zerrin Ruins</b>	EN	R		DD	RR2	HL
Choose a creature type. That creature type does not untap during untap phase.						
<b>Anaba Ancestor</b>	SC	R		MA	R1	HL
T: Target Minotaur gets +1/+1 till end of turn.						
<b>Anaba Bodyguard</b>	SC	C		MA	R3	HL
First strike. 2/3 (Two versions)						
<b>Anaba Shaman</b>	SC	C		MA	R3	HL
R, T: Anaba Shaman deals 1 damage to target creature or player. 2/2 (Two versions)						
<b>Anaba Spirit Crafter</b>	SC	R		MA	RR2	HL
All minotaurs are +0/+1. 1/3						
<b>Anarchy</b>	SOR	U	****	Pf	RR2	IA
Destroy all white permanents.						
<b>Artifact Blast</b>	INT	C	*	MP	R	AQ
Counter any artifact as it is being cast.						
<b>Atop</b>	SC	C	**	JMy	R1	AQ, R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.						
<b>Avalanche</b>	SOR	U	***	BSn	RR2X	IA
Destroy X snow-covered lands.						
<b>Backdraft</b>	INS	U	***	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
<b>Baldurian Barbarians</b>	SC	C	**	MP	RR1	IA
3/2						
<b>Baldurian Hydra</b>	SC	R	***	MB	RRX	IA
Put X +1/+0 counters on Baldurian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Baldurian Hydra. RRR: Put a +1/+0 counter on Baldurian Hydra during your upkeep. 0/1.						
<b>Ball Lightning</b>	SC	R	***	QHo	RRR	DK, 4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1						
<b>Barbarian Guides</b>	SC	C	***	RTh	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2						
<b>Battle Frenzy</b>	INS	C	***	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
<b>Beasts of Bogardan</b>	SC	U	***	DG	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3						
<b>Bird Maiden</b>	SC	C	**	KFo	R2	AM, 4TH
Flying. 1/2.						
<b>Blazing Effigy</b>	SC	C	**	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3						
<b>Blood Lust</b>	INS	C	***	MA	R1	LG, 4TH
Make target creatures +4/+4 until end of turn. This makes toughness no lower than 1.						
<b>Blood Moon</b>	EN	R	***	TW	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
<b>Bone Shaman</b>	SC	C	**	MA	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3						
<b>Brand of Ill Omen</b>	EC	R	***	RAI	R3	IA
CU: R: Target creature's controller may not cast summon spells.						
<b>Brassclaw Orcs</b>	SC	C	*	Mu	R2	FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), DFr, Hhu. 3/2.						

<b>Brothers of Fire</b>	SC	C	**	MT	RR1	DK, 4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2						
<b>Brute, The</b>	EC	C	**	MP	R1	LG, 4TH
Target creature gains +1/+0. RRR: Regenerates.						
<b>Burrowing</b>	EC	C	***	MP	R	A, B, U, R, 4TH
Target creature gains mountainwalk.						
<b>Cave People</b>	SC	U	***	DTu	RR1	DK, 4TH
Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4						
<b>Caverns of Despair</b>	EN	R	**	HM	RR2	LG
No player may attack with more than 2 creatures, not block with more than 2 creatures, per turn.						
<b>Chain Lightning</b>	SOR	C	**	Sev	R	LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.						
<b>Chandler</b>	SL	C	*	DS	R4	HL
RRR, T: Destroy target artifact creature. 3/3.						
<b>Chaos Lord</b>	SC	R	***	BSn	RRR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7						
<b>Chaos Moon</b>	EN	R	***	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/-1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
<b>Chaosclash</b>	INT	R	***	DW	R, 4TH	IA
Changes the color of a card being played or in play to red.						
<b>Crevasses</b>	EN	U	**	RAI	R2	LG
Creatures with mountainwalk may be blocked.						
<b>Conquer</b>	EL	U	****	RG	RR3	IA
Take control of target land.						
<b>Crimson Kobolds</b>	SC	C	*	MA	0	LG
Crimson Kobolds are red creatures. 0/1.						
<b>Crimson Manticores</b>	SC	R	***	DG	RR2	LG, 4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2						
<b>Crookshank Kobolds</b>	SC	C	*	CB	0	LG
Crookshank Kobolds are red creatures. 0/1						
<b>Curse of Marit Lage</b>	EN	R	***	AW	RR3	IA
Top all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
<b>Desert Nomads</b>	SC	C	**	CB	R2	AM
Desertwalk. Immune to damage from Deserts. 2/2						
<b>Detonate</b>	SOR	U	**	RAF	RX	AQ, 4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.						
<b>Disharmony</b>	INS	R	***	BW	R2	LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.						
<b>Disintegrate</b>	SOR	C	***	MA	RX	A, B, U, R, 4TH
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.						
<b>Dwarven Song</b>	INS	U	**	DFr	R	LG
Change the color of any number of target creatures to red until end of turn.						
<b>Dragon Whelp</b>	SC	U	***	AW	RR2	A, B, U, R, 4TH
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3						

• Restricted Banner	ART Artifact	CJ Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery



## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Dwarven Armorer</b>	SC	R	****	BWa	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
<b>Dwarven Armory</b>	EN	R	****	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
<b>Dwarven Catapult</b>	INS	U	***	JMa	RX	FE
Does X damage, divided evenly among all of your opponent's creatures (round down).						
<b>Dwarven Demolition Team</b>	SC	U	***	KBr	R2	A,B,U
T: Destroy a wall. 1/1						
<b>Dwarven Lieutenant</b>	SC	U	*	JMa	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2						
<b>Dwarven Pony</b>	SC	R		MOK	R	HL
R, T: Target Dwarf gets mountwalk until the end of turn. 1/1.						
<b>Dwarven Sea Clan</b>				AWe	R2	HL
T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.						
<b>Dwarven Soldier</b>	SC	C	**	DSH	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAJ, RAF. 2/1						
<b>Dwarven Trader</b>	SC	C		MOK	R	HL
1/1 (Two versions)						
<b>Dwarven Weaponsmith</b>	SC	U	***	MPo	R1	AQ,R
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1						



ETHER STORM



DIDGERIDOO

<b>Dwarven Warriors</b>	SC	C	****	DSH	R2	A,B,U,R,4TH
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1						
<b>Earth Elemental</b>	SC	U	***	Dfr	RR3	A,B,U,R,4TH
4/5						
<b>Earthbind</b>	EC	C	***	QHo	R	A,B,U,R
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.						
<b>Earthquake</b>	SOR	R	***	Dfr	RX	A,B,U,R,4TH
Do X damage to all players and non-flying creatures in play.						
<b>Eron the Relentless</b>	SL	U		CRu	RR3	HL
RRR: regenerates. Can attack the turn it comes into play on your side. 5/2						
<b>Errantry</b>	EC	C	***	LWt	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
<b>Evaporate</b>	SOR	U		ARa	R2	HL
Deal 1 damage to each blue and white creature.						
<b>Eternal Flame</b>	SOR	R	*	MPo	RR1	DK
Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.						
<b>Eternal Warrior</b>	EC	C	****	AWa	R	LG,4TH
Target creature does not tap to attack.						
<b>Falling Star</b>	SOR	R	***	DSH	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>False Orders</b>	INS	C	***	AMa	R	A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
<b>Faint</b>	INS	C	**	BSn	R	LG
Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						
<b>Fire Drake</b>	SC	U	***	CRu	RR1	DK,CH
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.						
<b>Fire Elemental</b>	SC	U	***	MBa	RR3	A,B,U,R,4TH
5/4.						
<b>Fireball</b>	SOR	C	***	MTa	RX	A,B,U,R,4TH
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.						
<b>Firebreathing</b>	EC	C	**	Dfr	R	A,B,U,R,4TH
R: +1/+0						
<b>Firestorm Phoenix</b>	SC	R	****	JMa	RR4	LG
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2						
<b>Fissure</b>	INS	C	***	DSH	RR3	DK,4TH
Bury target land or creature.						
<b>Flame Spirit</b>	SC	U	**	JMa	R4	IA
R: +1/+0 until end of turn. 2/3.						
<b>Flame</b>	INS	C	**	DTu	R2	IA
Flame does 1 damage to any target. Draw a card at the beginning of the next turn.						
<b>Flashfires</b>	SOR	U	****	DWt	R3	A,B,U,R,4TH
Destroy all plains in play.						
<b>Fork</b>	INT	R	****	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.						
<b>Frost Giant</b>	SC	U	***	DGe	RRR3	LG
Rampage: 2, 4/4						
<b>Game of Chaos</b>	SOR	R	***	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Goblin King</b>	SC	R	***	JMa	RR1	A,B,U,R,4TH
While Goblin King is in play, all Goblins acquire mountwalk and +1/+1. 2/2						
<b>Goblin Kites</b>	EN	U	**	AMa	R1	FE
R: Give a target creature you control toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
<b>Goblin Mutant</b>	SC	U	**	DGe	RR2	IA
Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3						
<b>Goblin Rock Sled</b>	SC	C	**	DDe	R1	DK,4TH
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1						
<b>Goblin Sappers</b>	SC	C	***	JMa	R1	IA
RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1						
<b>Goblin Shrine</b>	EL	C	***	RSPr	RR1	DK,CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
<b>Goblin Ski Patrol</b>	SC	C	*	MPo	R1	IA
R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1						
<b>Goblin Snowman</b>	SC	U	***	DGe	R3	IA
Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1						
<b>Goblin War Drums</b>	EN	C	****	MuL	R2	FE
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, MHu, RfG, JMa						
<b>Goblin Warrens</b>	EN	R	****	Dfr	R2	FE
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
<b>Goblin Wizard</b>	SC	U	***	DGe	RR2	DK
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1						
<b>Goblins of the Flang</b>	SC	C	***	TWt	R	DK,CH
Mountwalk. Bury Goblins of the Flang if its controller controls any Dwarves. 1/1						
<b>Graffiti Gargoyle</b>	SC	R	***	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2						
<b>Gravity Sphere</b>	EW	R	****	BSn	R2	LG
All creatures lose flying ability.						
<b>Gray Ogre</b>	SC	C	**	Dfr	R2	A,B,U,R,4TH
2/2						
<b>Grizzled Wolverine</b>	SC	C	**	CRu	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2						
<b>Heart Wolf</b>	SC	R		MOK	R3	HL
First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heart Wolf. Use this ability only when attack or defense is announced. 2/2						
<b>Hill Goblins</b>	SC	C	**	Dfr	R3	A,B,U,R,4TH
3/3						
<b>Horloam Minotaur</b>	SC	C	**	AMa	RR1	A,B,U,R,4TH
2/3						
<b>Hurt Jockal</b>	SC	R	***	DTu	R	AM,4TH
T: Prevent creature from regenerating this turn. 1/1						
<b>Hyperion Blacksmith</b>	SC	U	***	Dfr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2						
<b>Immolation</b>	EC	C	****	SGt	R	LG,4TH
Make target creature +2/-2						
<b>Imposing Visage</b>	EC	C	***	MPo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
<b>Inferno</b>	INS	R	***	RAF	RR5	DK,4TH
Do 6 damage to all players and all creatures.						
<b>Ironclaw Curse</b>	EC	R		DDe	R	HL
Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness. Ironclaw Curse enchants.						
<b>Ironclaw Orcs</b>	SC	C	*	AMa	R1	A,B,U,4TH
May only block creatures of power equaling 1 or less. 2/2						
<b>Incinerate</b>	INS	C	****	MPo	R1	IA
Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.						
<b>Jokulhaups</b>	SOR	R	****	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
<b>Jovan</b>	SL	C		DSH	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.						
<b>Karpalusian Giant</b>	SC	U	****	DGe	R6	IA
0. Tap a snow-covered land you control to give Karpalusian Giant +1/+1 until end of turn. 3/3						
<b>Karpalusian Yeti</b>	SC	R	****	QHo	RR3	IA
T: Karpalusian Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karpalusian Yeti. 3/3						





## p l a y e r s   g u i d e

Name	Line	IP	Rating	Area	Cost	Notes
Description						
<b>Vertigo</b>		INS	U	•••	Df: R	IA
Do 3 damage to target flying creature. When loses flying until end of turn.						
<b>Wall of Dust</b>		SC	U	••	RTh R2	LG 4TH
Creatures blocked by Wall may not attack during opponent's next turn 1-4.						
<b>Wall of Earth</b>		SC	C	••••	RTh R1	LG
0/6.						
<b>Wall of Fire</b>		SC	U	•••	RTh RR1	A.B.U.R. 4TH
R +1/+0. 0/5.						
<b>Wall of Heat</b>		SC	C	•••	RTh R2	LG CH
0/6.						
<b>Wall of Lava</b>		SC	U	•••	PVb RR1	IA
R +1/+1 until end of turn 1-3.						
<b>Wall of Opposition</b>		SC	U	•••	HMa RR3	LG CH
1-3 until end of turn 0-6.						
<b>Wall of Stone</b>		SC	U	•••	Df: RR1	A.B.U.R. 4TH
0/8.						
<b>• Wheel of Fortune</b>		SOR	R	•••••	DG: R2	A.B.U.R.
All players must discard their hands and draw seven new cards.						
<b>Windspeak Centaur</b>		SC	R	•••	AMa RR1	BOOK
Does not tap to attack. 2/2.						
<b>Winds of Change</b>		SOR	R	•••	JMa R	LG 4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
<b>Winter Sky</b>		SOR	R		AMG R	HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
<b>Word of Blasting</b>		INS	U	•••	KMa R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
<b>Ydwen Effort</b>		SC	R	•••	DTu RR	AM
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Effort blocks. 3/6.						

## WHITE

<b>Abbey Gargoyles</b>	SC	U		CRU	WWW2	HL
Flying Protection from land. 3/4						
<b>Abbey Malron</b>	SC	C		MG	2WW	HL
W 1, +0/+3 kill and 1 of turn. 1/3 (Two versions)						
<b>Abu Ja'far</b>	SC	U	♦♦♦♦	KMA	W	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
<b>Adarkar Unicorn</b>	SC	C	♦♦♦♦	QHO	WW1	IA
1. Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
<b>Akron Legionnaire</b>	SC	R ♦		MPQ	WW6	LG, CH
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4						
<b>Alabaster Potion</b>	INS	C ♦♦♦♦		HMC	WWX	LG, 4TH
Give target player X life or prevent X damage to target creature or player.						
<b>Amrou Kirithin</b>	SC	C ♦♦		QHO	WW	LG, 4TH
Creatures with power greater than 2 may not block Amrou Kirithin. Blocker's power may later be increased. 1/1.						
<b>Angelic Voices</b>	EN	R	♦♦♦♦	JBA	WW2	LG, CH
Give all your creatures +1/+1 if you control only white or artifact creatures.						
<b>Angry Mob</b>	SC	U ♦♦♦♦		DTU	WW2	DR, 4TH
Trample. During Angry Mob's controller's turn, "=total number of swamps all opponents control. Otherwise, "-0, -2, +2, +".						
<b>Animate Wall</b>	EC	R ♦♦		Dfr	W	A,B,U,R, 4TH
Target wall may now attack.						
<b>Arctic Foxes</b>	SC	C ♦♦♦♦		MPQ	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
<b>Arenson's Aura</b>	EN	C ♦♦♦♦		MLA	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU. Counter an enchantment as it is being cast.						
<b>Argivian Archaeologists</b>	SC	R ♦♦♦♦		AWG	WW1	AQ
2, 1-Bring an artifact from your graveyard to your hand. 1/1						
<b>Argivian Blacksmith</b>	SC	♦♦♦♦		KAB	WW	AQ
1. Destroy 1 damage to target artifact creature. 2/2.						
<b>Armageddon</b>	NOR	R ♦♦♦♦		IM	W3	A,B,U,P, 4TH
Destroy all kinds in play.						
<b>Armor of Faith</b>	EC	C ♦♦♦♦		AMG	W	IA
1. Target creature gains +1/+1. W: -0/-1.						
<b>Army of Allah</b>	INS	C ♦♦♦♦		BSA	WW1	AN
+2/+0 to all attacking creatures until end of turn.						

Name	Kind	CR	Riding	Artist	Cost	Sets Found	Name	Kind	CR	Riding	Artist	Cost	Sets Found
<b>Artifact Ward</b>	EC	C	•••	DSh	W	AQ	<b>Circle of Protection: Green</b>	EN	C	•••	SeV	W1	A,B,U,R,4TH,IA
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.							1. Prevent all damage to you from one green source.						
<b>Aysen Bureaucrats</b>	SC	C	•••	ARa	W1	HL	<b>Circle of Protection: Red</b>	EN	C	•••••	ANte	W1	A,B,U,R,4TH,IA
Tap target creature with power no greater than 2. 1/1.							1. Prevent all damage to you from one red source.						
<b>Aysen Crusader</b>	SC	R	•••	Nth	WW2	HL	<b>Circle of Protection: White</b>	EN	C	•••	DSh	W1	A,B,U,R,4TH,IA
X equals number of heroes in play. 2+X/2+X							1. Prevent all damage to you from one white source.						
<b>Aysen Highway</b>	EN	P	•••	Nth	WWW3	HL	<b>Cleans</b>	SOR	R	•••	Pfo	WW2	LG
All land creatures gain +1/+1							Destroy all black creatures in play.						
<b>Balance</b>	SC	P	•••••	MP	W1	A,B,U,R,4TH	<b>Cleansing</b>	SOP	R	•••	Pve	WWW	DK
All permanent spells that would destroy a land and creature so that everyone has the same number as the player with the lowest number of lands. All artifacts and removal spells are unaffected.							All land is destroyed. Anyone who wishes to preserve specific lands may sacrifice them during the upkeep to prevent them from being destroyed.						
<b>Battle Cry</b>	EN	U	•••	DSh	W	IA	<b>Clergy of the Holy Nimbus</b>	SC	C	•••	DG	W	LG
Untap all your white creatures. All creatures that block this turn get +1/+1 until end of turn.							If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1 life.						
<b>Beast Walkers</b>	SC	R	•••	HHU	WW	HL	<b>Cold Snap</b>	EN	U	•••	RGa	W2	IA
0. Bounding until the end of turn. 1/1.							CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land in play.						
<b>Bonish Hero</b>	SC	C	•••	DSh	W	A,B,U,R,4TH	<b>Combat Bless</b>	SC	C	•••••	ANte	W2	FE
Bonus 1/1.							W1. Prevent 1 damage to a player or creature. Artist: EBe						
<b>Black Scarab</b>	EC	U	•••••	Kfo	W	IA	<b>Consecrate Land</b>	EL	U	•••••	JMe	W	A,B,U
Target creature gains 1/1. X is 1 if being an ally with player has any black cards. Target creature cannot be blocked by black creatures.							Target land is immune from all effects that would destroy it.						
<b>Black Ward</b>	EC	U	•••••	Dfr	W	A,B,U,R,4TH	<b>Conversion</b>	EN	U	•••••	JMe	WWC	A,B,U,R,4TH
Target creature gains protection from black.							All mountains are considered basic lands. Play WW during upkeep or discard Conversion.						
<b>Blaze of Glory</b>	NS	R	•••	Rti	W	A,B,U	<b>Cooperation</b>	EC	C	•••	Pfo	W2	IA
Target creature must block all creatures that it is legally eligible to block. Blacken's continues chosen, how to distribute damage.							Target creature gains blocking.						
Play before defense is chosen.							<b>Crusade</b>	PN	R	•••••	MPa	WW	A,B,U,R,4TH
							All white creatures gain +1/+1.						



## Jinx &amp; Aysen

**Highway:** First, play with a deck made up of mostly white creatures. Then zap your opponent's Maze of Ith or any annoying land with Jinx, turning it into a Plains. Follow with an Aysen Highway, which gives all white creatures plainswalk. Have something like a Despotic Scepter ready in case your opponent's playing white or he Hacks the highway to his benefit.

## JINX

<b>Blessed Wine</b>	IMS	C	•	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
<b>Blessing</b>	EC	R	••••	JBa	WW	A,B,U,R,4TH
W: +1/+1.						
<b>Blinking Spirit</b>	SC	R	••••	LW	W3	IA
0. Blinking Spirit returns to its owner's hand 2/1s.						
<b>Blood of the Martyr</b>	IMS	U	•	CRu	WWW	DC, CH
Until end of any other, you may redirect damage done to your creatures to yourself instead.						
<b>Blue Scarab</b>	EC	U	•••	AWe	W	IA
Target creature gets +2/+2 as long as any other player has a scarab cards. Target creature cannot be blocked by blue creatures.						
<b>Blue Ward</b>	EC	U	•••	Dfr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
<b>Brainwash</b>	EC	C	•••	PVw	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
<b>Call to Arms</b>	EN	R	••••	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Burn Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
<b>Camel</b>	SC	C	•	SeV	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1						
<b>Caribou Range</b>	EL	R	••••	RtP	WW2	IA
WW. Top land. Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.						
<b>Castle</b>	PA	L	••••	OW	W1	A,B,U,R,4TH
Your unattached creatures gain +0/+0. Attaching creatures don't get this.						
<b>Circle of Protection: Artifacts</b>	PA	L	••••	PVw	W	AQ,4TH
1. Prevent all damage to you from one artifact source.						
<b>Circle of Protection: Black</b>	PA	L	••••	WfY	W1	B,U,R,4TH,IA
1. Prevent all damage to you from one black source.						
<b>Circle of Protection: Blue</b>	EN	C	••••	DWG	W1	A,B,U,R,4TH,IA
1. Prevent all damage to you from one blue source.						

## AYSÉN HIGHWAY

<b>D'Avenant Archer</b>	SC	C	●●●	DSH	W2	LG	CH
T: Do 1 damage to attacking or blocking creature. 1/2							
<b>Damping Field</b>	EN	U	●●●	JW	W2	AQ	
You may untap more than one artifact in each of his or her own untap phases.							
<b>Death Speakers</b>	SC	U		DSH	W	HL	
W: Protection from black. 1/1.							
<b>Death Ward</b>	INS	C	●●●	HMc	W	A,B,U,R,4th,JA	
Regenerates target creature.							
<b>Disenchant</b>	INS	C	●●●●	BSn	W1	A,B,U,R,4th,JA	
Destroy target enchantment or artifact.							
<b>Divine Intervention</b>	EN	R	●●●	AWe	WW6	LG	
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.							
<b>Divine Offering</b>	INS	C	●●●●	JMc	W1	LG	
Destroy target artifact, gaining life equaling casting cost of artifact.							
<b>Divine Transformation</b>	EC	U	●●●●	MH	WW2	LG,4TH	
Give target creature +3/+3.							
<b>Drought</b>	EN	U	●●●●●	Mh	WW2	IA	
During your upkeep, pay WW or Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.							
<b>Dust to Dust</b>	SOR	C	●●●	DTu	WW1	DK	
Remove any two target artifacts from the game.							
<b>Elder Land Wurm</b>	SC	R	●●●	QHo	WWW4	LG,4TH	
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.							
<b>Eldritch Healer</b>	SC	C	●●●	REm	W2	IA	
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.							
<b>Enchanted Being</b>	SC	C	●	DSH	WW1	LG	
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.							
<b>Enduring Renewal</b>	EN	R	●●●●	HMc	WW2	IA	
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Energy Storm</b> (U: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.)	EN	R	****	SEv	W1	IA		<b>Holy Day</b> Creatures attack and block as normal but deal no damage.	INS	C	***	JHo	W	LG		<b>Kjeldoran Guard</b> T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1	SC	C	**	AWo	W1	IA	
<b>Equinox</b> Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	**	SVC	W	LG		<b>Holy Light</b> Give all non-white creatures -1/-1 until end of turn.	INS	C	**	DTu	W2	DK		<b>Kjeldoran Knight</b> Bonding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	****	RSp	WW	IA	
<b>Exorcist</b> W1: T: Destroy target black creature. 1/1	SC	R	***	DTu	WW	DK		<b>Holy Strength</b> Target creature gains +1/+2.	EC	C	***	AMa	W	ABUR,4TH		<b>Kjeldoran Phoenix</b> First strike, bonding. 2/5.	SC	R	****	RKF	W5	IA	
<b>Eye for an Eye</b> Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	****	MPo	WW	AMR,4TH		<b>Iconian Infantry</b> T: Gains bonding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1	SC	C	**	MuM	W	FE		<b>Kjeldoran Royal Guard</b> T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5	SC	R	****	LWt	WW3	IA	
<b>Farmstead</b> Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	*	MPo	WWW	ABUR		<b>Iconian Javelineers</b> When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, AMa, SLa. 1/1.	SC	R	**	PVo	WW	FE		<b>Kjeldoran Skycaptain</b> Flying, bonding, first strike. 2/2.	SC	U	****	MPo	W4	IA	
<b>Farrel's Mantle</b> If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	***	AWa	W2	FE		<b>Iconian Moneychanger</b> Lose 3 life when casting and put 3 counters on Iconian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBt, DTu. 0/2.	SC	C	***	MuM	W	FE		<b>Kjeldoran Skyknight</b> Flying, bonding, first strike. 1/1	SC	C	****	MPo	W2	IA	
<b>Farrel's Zealot</b> If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBt, RKF. 2/2	SC	C	**	MuM	WW1	FE		<b>Iconian Phalanx</b> Bonds. 2/4.	SC	U	***	KFo	W4	FE		<b>Kjeldoran Warrior</b> Bonding. 1/1	SC	C	**	MPo	W	IA	
<b>Farrelite Priest</b> 1. Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3	SC	U	*	PVo	WW1	FE		<b>Iconian Priest</b> WW1: Make target creature +1/+1 until end of turn. 1/1	SC	U	***	DTu	W	FE		<b>Knights of Thorn</b> Protection from red, bonding. 2/2	SC	R	****	CRu	W3	DK	
<b>Fasting</b> Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	EN	U	**	DSh	W	DK		<b>Iconian Scout</b> T: Give target creature first strike until end of turn. Artists: RAJ, PVo, RKF. 1/1	SC	C	****	MuM	W	FE		<b>Lance</b> Target creature gains first strike	EC	U	**	RAJ	W	ABUR	
<b>Festival</b> Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	**	MPo	W	DK		<b>Iconian Skirmishers</b> Bonds, first strike. All creatures that bond with Skirmishers gain first strike until end of turn. 1/1	SC	R	***	HHu	W3	FE		<b>Land Tax</b> If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	****	BSn	W	LG,4TH	
<b>Fire and Brimstone</b> Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack this turn.	INS	U	**	JMe	WW3	DK		<b>Iconian Town</b> Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	****	TWt	W5	FE		<b>Leeches</b> Target player removes all poison counters. Player takes 1 damage for each poison counter removed.	SOR	R	**	ARu	WW1	HL	
<b>Formation</b> Give target creature bonding until end of turn. Draw a card at the beginning of the next turn.	INS	R	**	KMe	W1	IA		<b>Indestructible Aura</b> Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	**	MPo	W	LG		<b>Lifeblood</b> Take 1 life whenever opponent taps a mountain.	EN	R	****	MTt	WW2	LG	
<b>Fortified Area</b> Give all your walls +1/+0 and bonding.	EN	C	**	RAF	WW1	LG		<b>Infinite Authority</b> After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	**	DSh	WWW	LG,CH		<b>Lightning Bolt</b> Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.	INS	R	***	MAK	W1	IA	
<b>Fylgia</b> Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.	EC	C	****	EBe	W	IA		<b>Island Sanctuary</b> If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	**	MPo	W1	ABUR,4TH		<b>Last Order of Jarkeld</b> * equals the number of creatures controlled by target opponent. 1+*/1+	SC	R	****	ABu	WW2	IA	
<b>General Jarkeld</b> T: Exchange two blocking creatures without creating an illegal block. 1/2.	SL	R	***	KTh	W3	IA		<b>Ivory Guardians</b> Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3	SC	U	***	MBt	WW4	LG,CH		<b>Martyr's Cry</b> Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	***	JMe	WW	DK	
<b>Glyph of Life</b> Add to your life points damage done to target wall by attacking creatures.	INS	C	*	SVC	W	LG		<b>Jihad</b> +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	****	BSn	WWW	AM		<b>Martyrs of Korlis</b> Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6	SC	U	***	MOK	WW3	AQ	
<b>Great Defender</b> Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	**	MPo	W	LG		<b>Justice</b> Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.	EN	U	****	RTo	WW2	IA		<b>Mercenaries</b> If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3	SC	R	**	CRu	W3	IA	
<b>Great Wall</b> Creatures with planswalk may be blocked.	EN	U	*	SEv	W2	LG		<b>Karma</b> Do 1 point of damage to a player for each swap he or she has in play during his or her upkeep.	EN	U	****	RTh	WW2	ABUR,4TH		<b>Mesa Falcon</b> Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)	SC	C	**	MPo	W1	HL	
<b>Greater Realm of Preservation</b> W1: Prevent all damage to you from a red or black source.	EN	U	****	NTh	W1	LG		<b>Keepers of the Faith</b> 2/3.	SC	C	**	DGo	WW1	LG,CH		<b>Mesa Pegasus</b> Flying, bonds. 1/1	SC	C	****	MBt	W1	ABUR,4TH	
<b>Green Scarab</b> Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	***	NMe	W	IA									<b>Miracle Worker</b> T: Destroy target enchantment on one of your creatures. 1/1	SC	C	***	RSp	W	DK		
<b>Green Ward</b> Target creature gains protection from green.	EC	U	***	DFt	W	ABUR,4TH									<b>Moat</b> EN R **** JMe WW2	EN	R	****	JMe	WW2	IA		
<b>Guardian Angel</b> Negate X damage dealt to a target. Pssr: put this card next to Paralyze.	INS	C	***	AMa	WX	ABUR																	
<b>Hallowed Ground</b> WW Return a non-snow-covered land you control to its owner's hand.	EN	U	**	DSh	W1	IA																	
<b>Hand of Justice</b> T: Tap 3 target white creatures you control to destroy any target creature. 2/6	SC	R	****	MBt	W5	FE																	
<b>Hazduhr the Abbot</b> X, T: Redirect to Hazduhr X damage dealt to white you control. 2/5.	SC	R	**	DFt	WW3	HL																	
<b>Heel</b> Prevent 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	**	MTt	W	IA																	
<b>Healing Salve</b> Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	***	DFt	W	ABUR,4TH																	
<b>Heaven's Gate</b> Change the color of one or more target creatures to white until end of turn.	INS	U	**	DSh	W	LG																	
<b>Horosim</b> Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	**	MPo	W2	FE																	
<b>Hipparon</b> Hipparon cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3	SC	U	***	DWt	W1	IA																	
<b>Holy Armor</b> Target creature gains +0/+2. W1: +0/+1.	EC	C	***	MBt	W	ABUR,4TH																	



**Clockwork Swarm**  
Artifact  
1, 2: Target creature cannot be blocked except by walls until end of turn.  
\*If that used before ever shows a hand around here again, make sure to leave it out of the game.



**Joven's Tools**  
Artifact  
1, 2: Target creature cannot be blocked except by walls until end of turn.  
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**Kalsinko Ranger**  
SC C \* MPo W IA  
W1: One green creature gains first strike until end of turn. 1/1.

**King Suleiman**  
SC R \* MPo W1 AN  
T: Destroy an Elfreet or Dwarf. 1/1

**Kismet**  
SC U \*\*\*\* KFo W3 LG,4TH  
All opponent's creatures, lands, and artifacts enter play tapped.

**Kjeldoran Elite Guard**  
SC U \*\*\* MBt W3 IA  
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2

**Moorish Cavalry**  
SC C \*\*\* DWt WW2 AN  
Trample. 3/3

**Marale**  
INS C \*\* MPo WW1 DK 4TH  
Give all attacking creatures +1/+1 until end of turn.

**Northern Paladin**  
SC R \*\*\*\* DSh WW2 ABUR,4TH  
W1: T: Destroy a black and/or red creature. 1/1

**Order of Lathbur**  
SC C \*\*\* MuM WW FE  
Protection from blue. WW +1/+1 until end of turn. Artists: RAF, BWA (two versions). 2/1



**Clockwork Swarm**  
& **Joven's Tools**: Joven's Tools is a neat little artifact that can make a creature unblockable except by walls until the end of turn. Seeing how a lot of people don't even play with walls, that could be pretty useful. Combine the Tools with Clockwork Swarm, a nasty 4/3 beastie that can't be blocked by walls, and you've got yourself one of the more irritating combos in Magic.

CLOCKWORK SWARM						JOVEN'S TOOLS							
<b>Kalsinko Ranger</b> W1: One green creature gains first strike until end of turn. 1/1.	SC	C	*	MPo	W	IA	<b>Non-flying creatures cannot attack</b>						
<b>King Suleiman</b> T: Destroy an Elfreet or Djinn. 1/1	SC	R	**	MPo	W1	AM	<b>Moorish Cavalry</b> Temple. 3/3	SC	C	***	DWt	WW2	
<b>Kismet</b> All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	***	KFo	W3	LG,4TH	<b>Morale</b> Give all attacking creatures +1/+1 until end of turn.	INS	C	**	MPo	WW1	DK,4TH
<b>Kjeldoran Elite Guard</b> T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2	SC	U	***	MBt	W3	IA	<b>Northern Paladin</b> WW: T: Destroy a black and in play. 3/3	SC	R	****	DSh	WW2	ABUR,4TH
							<b>Order of Lathbur</b> Protection from blue. WW: +1/+1 until end of turn. W1: First strike until end of turn. Artists: RAF, BWo (two versions). 2/1	SC	C	***	MuM	WW	FE



# players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Order of the Sacred Torch	SC	R	****	Rtp	WW1	IA
T: Sacrifice 1 life to counter a black spell 2/2.						
Order of the White Shield	SC	U	****	Rtp	WW	IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1						
Osai Vultures	SC	U	*	Dfr	W1	LG,4TH
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1						
Pearled Unicorn	SC	C	**	Cbr	W2	A,B,U,R,4TH
2/2.						
Personal Incarnation	SC	R	***	Kbr	WW3	A,B,U,R,4TH
If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1						
Petra Sphinx	SC	R	**	Sev	WW2	LG,CH
T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand, otherwise, it goes to the graveyard. 3/4.						
Piety	INS	C	**	Mpo	W2	AM,4TH
+0/+3 to all defending creatures until end of turn.						
Pikemon	SC	C	***	Ddo	W1	DK,4TH
Banding, first strike 1/1.						
Preacher	SC	R	***	Qho	WW1	DK
T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.						
Presence of the Master	EN	U	***	Pfo	W3	LG
Counter all new enchantments cast whenever Presence of the Master is in play.						
Prismatic Ward	EC	C	***	Lwi	W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
Prophecy	SOR	C	**	Cbr	W	HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.						
Purloace	INT	R	***	Sev	W	A,B,U,R,4TH
(Change the color of one card being played or in play to white.)						
Rally	INS	C	**	Hhu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
Rapid Fire	INS	R	*	Jha	W3	LG
Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.						
Rashika the Slayer	SC	U	**	Cbr	WW3	HL
Can block creatures with flying. If Rashika the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.						
Red Scarab	EC	U	***	Sev	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
Red Ward	EC	U	****	Dfr	W	A,B,U,R,4TH
Target creature gains protection from red.						
Remove Enchantments	INS	C	**	Bsn	W	LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.						
Repentant Blacksmith	SC	C	***	Dfr	W1	AM,CH
Protection from red. 1/2.						
Resurrection	SOR	U	****	Dwi	WW2	A,B,U,R
Take a creature from your graveyard and put it directly into play as if just summoned.						
Reverse Damage	INS	R	****	Dwi	WW1	A,B,U,R,4TH
All damage you have taken from any one source is added to, not subtracted from, your life total.						
Reverse Polarity	INS	C	***	Jha	WW	AQ,R
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.						
Righteous Avengers	SC	U	***	Hhu	W4	LG
Planswalk 3/1.						
Righteousness	INS	R	***	Dsh	W	A,B,U,R,4TH
Target defending creature gets +7/+7 until end of turn.						
Sacred Boon	INS	U	****	Mro	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put +0/+1 counter on that creature for each damage negated.						
Somite Alchemist	SC	C	**	Twa	W3	HL
WW1: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase 0/2. (Two versions.)						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Somite Healer	SC	C	***	Twa	W1	A,B,U,R,4TH
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	***	DGo	W	A,B,U,R,4TH
2/1.						
Seeker	EC	C	***	Mpo	WW2	LG,4TH
Target creature may only be blocked by white or artifact creatures.						
Seraph	SC	R	****	Cbr	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play; your control. 4/4.						
Serra Angel	SC	U	****	Dsh	WW3	A,B,U,R,4TH
Flying. Does not tap to attack. 4/4.						
Serra Avian	EW	R	**	Mlo	W3	HL
All creatures with flying get +1/+1.						
Serra Bestiary	EC	C	**	Amo	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T in their activation cost.						
Serra Inquisitors	SC	U	**	Ddo	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.						



**Memory Lapse:** Yes, you thwart your opponent's schemes only temporarily, and yes, he gets the card back, but you still slow him down by forcing him to draw that card of over again and re-casting the exact same spell. If you can get rid of your opponent's card (say, with a Ray of Erasure or a Millstone), so much the better!

Serra Paladin	SC	C	**	Pvo	WW2	HL
T: Prevent 1 damage to any creature or player. WW1: T: Attacking does not cause target creature to tap this turn. 2/2.						
Shahrazad	SOR	R	*	Kfo	WW	AN
Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.						
Shield Bearer	SC	C	**	Dfr	W1	IA
Banding. 0/3.						
Shield Wall	INS	U	**	Dsh	W1	LG,CH
Give all your creatures +0/+2 until end of turn.						
Snow Meant	SC	U	***	Mpo	W2	IA
T: Return Snow Meant and target blue or green creature you control to their owner's hand. 1/1.						
Soraya the Falconer	SL	R	**	Dde	WW1	HL
All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.						
Spirit Link	EC	U	****	Kfo	W	LG,4TH
Take 1 life for every point of damage target creature does.						
Spiritual Sanctuary	EN	R	***	Awo	WW2	LG
Any player controlling plains takes 1 life during his or her upkeep.						
Squire	SC	C	*	Dde	W1	DK
1/2.						
Swords to Plowshares	INS	U	****	Kfo	W	A,B,U,R,4TH
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
Thunder Spirit	SC	R	***	RAF	WW1	LG
Flying. First strike. 2/2.						
Trivador's Crusade	SOR	U	*	Ddo	WW1	DK
All Goblins are destroyed.						
Trade Caravan	SC	C	**	Kfo	W	HL
During your upkeep, put a currency counter on Trade Caravan. 0: Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1. (Two versions.)						
Truce	INS	R	**	Amo	W2	HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.						
Tundra Wolves	SC	C	**	Qho	W	LG,4TH
First strike. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Veteran Bodyguard	SC	R	****	Dsh	WW3	A,B,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						
Visions	SOR	U	**	Nth	W	LG,4TH
Look at the top 5 cards of any library, then reshuffle it if you so choose.						
Wall of Catrops	SC	C	**	Bsn	W1	LG
If Wall of Catrops blocks a creature with other creatures that are all walls, Wall of Catrops gains banding until end of turn. 2/1.						
Wall of Light	SC	U	***	Rth	W2	LG
Protection from black. 1/5.						
Wall of Swords	SC	U	****	Mto	W3	A,B,U,R,4TH
Flying 3/5.						
War Elephant	SC	C	****	Kbr	W3	AM,CH
Bands, trample. 2/2.						
Warning	INS	C	*	Pmo	W	IA
Target attacking creature does no damage in combat this turn.						
White Knight	SC	U	****	DGo	WW	A,B,U,R,4TH
Protection from black, first strike. 2/2.						
White Scarab	EC	U	***	Pfo	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						
White Ward	EC	U	***	Dfr	W	A,B,U,R,4TH
Target creature gains protection from white.						
Witch Hunter	SC	U	****	Mly	WW2	DK,CH
T: Witch Hunter does 1 damage to target player. WW1: T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
Wrath of God	INS	R	****	Qho	WW2	A,B,U,R,4TH
Bury all creatures in play.						

## LANDS

Adventurers Guildhouse	LAN	U	*	Twu		LG
All your green legends may band with other legends						
Adarkar Wastes	LAN	R	***	Mro		IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
An-Harro Township	Land	R	**	Ldo		HL
T: Add 1 colorless mana to your pool. 1: Add G to your pool. 2: Add W to your pool. 2: Add R to your pool.						
Arena	LAN	R	****	Rai		BOOK
3: T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Aysan Abbey	Land	U	**	Ldo		HL
T: Add 1 colorless mana to pool. 1: T: Add W to your pool. 2: T: Add U to your pool. 2: T: Add G to your pool.						
Badlands	LAN	R	****	Rai		A,B,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	****	Mly		A,B,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	**	Mto		AN
T: Draw 2 cards from your library, immediately discard 3 cards from your hand.						
Bottomless Vault	LAN	R	***	Pmo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Brushland	LAN	R	***	DGo		IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
Castle Songir	LAN	R	**	Pvo		HL
T: Add 1 colorless mana to your pool. 1: T: Add B to your pool. 2: T: Add U to your pool. 2: T: Add R to your pool.						
Cathedral of Serra	LAN	U	*	Mro		LG
All your white legends may band with other legends						
City of Brass	LAN	R	****	Mto		AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
City of Shadows	LAN	R	**	Twa		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.						
Desert	LAN	C	**	Mly		AM
T: Add 1 T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	****	Bsn		AN
T: Sacrifice a creature to gain life equal to its toughness.						
Dwarven Hold	LAN	R	***	Pmo		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	*	Mpo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	*	Mpo		FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Elephant Graveyard	LAN	R	***	Rai		AN
T: Add 1 T: Rosewater on Elephant or Mammoth						

Name	Kind	CR	Rating	Mana Cost	Set/Source	Name	Kind	CR	Rating	Mana Cost	Set/Source	Name	Kind	CR	Rating	Mana Cost	Set/Source
Description						Description						Description					
<b>Forest</b> T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	CRd	A.B.U.R.4TH/IA	<b>Mishra's Workshop</b> T: Add 2 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	•••	IKFo	AQ	<b>Sulfurous Springs</b> T: Add R to your mana pool. T: Add B to your mana pool and take 1 damage.	LAN	P	•••	PKFo	IA
<b>Glacial Chasm</b> CU: 2 life. Sacrifice island when Glacial Chasm enters play; for may not attack. All damage done to you is reduced to 0.	LAN	U	•••	LDa	IA	<b>Mountain</b> T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DSF	A.B.U.R.4TH/IA	<b>Sylvanite Temple</b> T: Add R to your mana pool. T: Sacrifice Sylvanite Temple to add G to your mana pool.	LAN	U	•	MPFo	FE
<b>Halls of Mist</b> CU: 1. No creature may attack if it attacked during its controller's last turn.	LAN	R	••••	MPF	IA	<b>Mountain Stronghold</b> All your red legends may band with other legends.	LAN	U	•	TWd	LG	<b>Swamp</b> T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DF	A.B.U.R.4TH/IA
<b>Hammerheim</b> Legendary: T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	••••	BWd	LG	<b>Plains</b> T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	JMv	A.B.U.R.4TH/IA	<b>Taiga</b> T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	••••	RA	A.B.U.R.
<b>Havenwood Battleground</b> Lament: When tapped, T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add G to your mana pool.	LAN	U	•	MPd	FE	<b>Plateau</b> T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	••••	DTu	A.B.U.R.	<b>Timberline Ridge</b> If this is the only depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.	LAN	R	••••	IMv	IA
<b>Hollow Trees</b> Creatures only tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	•••	PMF	FE	<b>Rainbow Vale</b> T: Add R to your mana pool. T: Add W to your mana pool. T: Add R to your mana pool. T: Add W to your mana pool.	LAN	R	•••	IKFo	FE	<b>Tolaria</b> Legendary: T: Add B to your mana pool. T: During upkeep, remove bending ability from target creature until end of turn.	LAN	U	•••	NLe	LG
<b>Katona Store</b> T: Add W to your mana pool. T: Add R to your mana pool. T: Add W to your mana pool. T: Add R to your mana pool.	LAN	R	•••	PMd	FE	<b>River Delta</b> If this is the only depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add B to your mana pool and put a depletion counter on River Delta.	LAN	R	••••	Sev	IA	<b>Tropical Island</b> T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	••••	JMv	A.B.U.P.
<b>Ice Floe</b> You may choose not to untap Ice Floe. T: Tap target creature; creature that attacks you. That creature does not untap at end of turn.	LAN	U	•••	JMv	IA	<b>Runs of Trokair</b> Lament: When tapped, T: Add W to your mana pool. T: Sacrifice Runs of Trokair to add WW to your mana pool.	LAN	U	•	MPd	FE	<b>Tundra</b> T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	••••	JMv	A.B.U.P.
<b>Island</b> T: Add U to your mana pool.	LAN	R	—	MPd	A.B.U.R.4TH/IA							<b>Underground River</b> T: Add B to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add B to your mana pool and take 1 damage.	LAN	R	•••	Nth	IA
<b>Island of Wak-Wak</b> T: Reduce the power of any flying creature to 0 until end of turn.	LAN	P	••••	DSF	AN							<b>Underground Sea</b> T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.	LAN	R	••••	PA	A.B.U.P.



GIANT OYSTER



SORCERESS QUEEN

**Giant Oyster & Sorceress Queen:** The oyster can tap to keep any tapped creature from untapping (get all that?). During your upkeep, your opponent's tapped creature begins to drown, getting a -1/1 token. Worried that a trapped Force of Nature might break free before your oyster's done with the main course? Invite the Sorceress Queen over for dinner and she'll knock off swampy into 0/2 fast food, leaving your friendly neighborhood mollusk plenty of room for dessert.

<b>Karakas</b> Legendary: T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	••••	NLe	LG
<b>Karpulusan Forest</b> T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	•••	MLr	IA
<b>Koskun Keep</b> T: Add 1 to your mana pool. T: Add R to your mana pool. T: Add B to your mana pool. T: Add G to your mana pool.	LAN	U	•	PMd	HL
<b>Land Cap</b> If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.	LAN	R	••••	UW	IA
<b>Lava Tubes</b> If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.	LAN	R	•••	BWd	IA
<b>Library of Alexandria</b> T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.	LAN	R	••••	MPd	AN
<b>Maze of Ith</b> T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	••••	AMd	DK
<b>Mishra's Factory</b> T: Add 1 to your mana pool to give any Assembly Worker +1/+1 until end of turn. T: Mishra's Factory becomes Assembly Worker. T: 2/2 artifact creature, until end of turn. Still considered a land as well. Spring fall, and winter pictures.	LAN	U	••••	IKFo	AQ.4TH

<b>Safe Haven</b> T: Remove target creature you control from game; play as an interrupt. During upkeep, untap Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were not summoned.	LAN	R	••••	CRd	DK
<b>Sand Silos</b> Creatures only tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.	LAN	R	•••	PMd	FE
<b>Savannah</b> T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	••••	RA	A.B.U.P.
<b>Scrubland</b> T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	••••	JMv	A.B.U.R.
<b>Sealcaller's Quay</b> All your blue legends may band with other legends.	LAN	U	•	TWd	LG
<b>Snow-Covered Forest</b> T: Add G to your mana pool.	LAN	U	—	PMd	IA
<b>Snow-Covered Island</b> T: Add U to your mana pool.	LAN	U	—	AMd	IA
<b>Snow-Covered Mountain</b> T: Add R to your mana pool.	LAN	U	—	TWd	IA
<b>Snow-Covered Plains</b> T: Add W to your mana pool.	LAN	U	—	CRd	IA
<b>Snow-Covered Swamp</b> T: Add B to your mana pool.	LAN	U	—	DSF	IA
<b>Sorrow's Path</b> T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	•	RAF	DK
<b>Strip Mine</b> T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	••••	DGe	AQ.4TH



o/ Restricted/Banned	ART Artifact	C Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	FW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SO Sorcery

# TQ QUEST

## players guide

### STAR TREK THE NEXT GENERATION

#### PERSONNEL

Name	Description	Category	Type	Aff	Attrib	Ldr	Rarity
Albert Einstein	Physicist (x2), Astrophysics	Personnel	Science	F	9	11/2	— R
Alexander Rozhenko	Personnel	Civilian		F	6	4/2	— U
Aldor Jarok	Navigator, Leadership	Personnel	Officer	R	2	8/8	C R
Alyonna Nechayev	Diplomacy, Leadership	Personnel	Officer	F	7	8/3	C R
Alyssa Ogawa	Medical, Biology	Personnel	Medical	F	7	6/4	S U
Amara	Musical	Personnel	Civilian	N	5	9/2	— U
Bo'el	Anthropology, Youth	Personnel	Civilian	K	6	6/4	— U
Baron	Greed, Archeology, Embroidery, Computer Skill	Personnel	Officer	N	3	8/6	C U
Batrell	Honor	Personnel	Officer	K	7	3/7	C C
Benjamin Maxwell	Leadership	Personnel	Officer	F	9	7/5	C U
B'Etor	Treachery, Leadership, Physics, Youth, Greed	Personnel	V.I.P.	K	2	18/7	C R
Beverly Crusher	Medical (x2), Biology, Exobiology	Personnel	Medical	F	8	8/5	C R
B'lik	Navigation	Personnel	Officer	K	4	6/6	S C
Bochra	Navigation, Youth	Personnel	Officer	R	7	7/6	S U
Bok	Engineer (x2), Greed, Treachery, Computer Skill	Personnel	Engineer	N	4	9/4	C U
Calloway	Youth	Personnel	Medical	F	7	5/3	— C
Christopher Hobson	Computer Skill	Personnel	Officer	F	6	7/6	C C
Darion Wallace	Anthropology	Personnel	Security	F	7	5/6	— C
Data	Engineer (x2), Computer Skill (x2), Music, Astrophysics, Exobiology	Personnel	Officer	F	8	12/12	C R
Deanna Troi	Empathy, Diplomacy	Personnel	Officer	F	8	7/4	C R
Devonari Rai	Empathy, Diplomacy, Treachery	Personnel	V.I.P.	N	3	9/3	— U
Divok	Biology, Youth	Personnel	Medical	K	6	6/8	S C

Name	Description	Category	Type	Aff	Attrib	Ldr	Rarity
Dr. Farek	Greed	Personnel	Medical	N	2	8/3	C C
Dr. La Forge	Exobiology	Personnel	Science	F	7	7/4	S R
Dr. Leah Brahms	Engineer (x2)	Personnel	Engineer	F	7	9/2	— R
Dr. Raygo	Engineer (x2), Stellar Cartography, Astrophysics	Personnel	Science	N	6	9/5	S U
Dr. Selar	Computer Skill, Mind Meld	Personnel	Officer	F	7	8/7	S U
Dukath	Archeology	Personnel	Science	K	5	6/7	S C
Duros	Leadership, Computer Skill, Treachery, Greed	Personnel	V.I.P.	K	4	6/8	C R
Erik Pressman	Engineer (x2), Treachery	Personnel	Officer	F	5	6/5	C U
Etan Jol	Treachery, Biology	Personnel	Science	N	2	8/3	C U
Evek	Diplomacy, Leadership, Anthropology	Personnel	Officer	N	7	5/7	C U
Exocomp	Engineer (x2), Reports ship in two turns	Personnel	Engineer	F	9	8/1	— U
Fek'Ihr	Honor, Treachery	Personnel	V.I.P.	K	6	1/15	— U
Fleet Adm'l Shanthi	Leadership, Diplomacy	Personnel	Officer	F	9	6/4	C U
Galathos	Archeology, Greed, Treachery	Personnel	Officer	R	3	7/9	C C
Geordi La Forge	Engineer (x2), Navigation, Physics, Computer Skill	Personnel	Engineer	F	8	8/6	C R
Giushi	Youth	Personnel	Officer	F	7	6/4	S C
Gorath	Honor	Personnel	Security	K	6	4/7	S C
Gorta	Physics, Greed	Personnel	Engineer	N	3	7/4	— C
Gowron	Leadership (x2), Diplomacy, Honor	Personnel	V.I.P.	K	8	7/9	C R
Hannah Bates	Physics	Personnel	Science	F	6	8/2	— U
Ishara Yar	Treachery, Youth	Personnel	Civilian	N	3	7/8	S U
Jaron	Geology, Youth	Personnel	Security	R	4	7/9	S C
J'Ddan	Exobiology, Treachery	Personnel	Science	K	2	6/6	S C
Jean-Luc Picard	Diplomacy (x2), Leadership, Honor, Music, Archeology, Navigation	Personnel	Officer	F	9	8/6	C R
Jenna D'Sora	Stellar Cartography, Music	Personnel	Security	F	7	6/5	S U
Jera	Biology, Youth	Personnel	Medical	R	4	7/6	— C

Name	Description	Category	Type	Aff	Attrib	Ldr	Rarity
Jo'Brell	Treachery, Astrophysics, Physics, Greed	Personnel	Science	N	3	8/7	C U
Kahless	Honor (x2)	Personnel	V.I.P.	K	10	6/8	C R
Kareel Odan	Diplomacy, Computer Skill	Personnel	V.I.P.	F	9	7/4	— U
Kargon	Honor, Computer Skill	Personnel	Officer	K	7	5/9	C R
K'Ehleyr	Diplomacy, Honor	Personnel	V.I.P.	F	8	7/7	S R
Kell	Treachery	Personnel	V.I.P.	K	2	6/5	— U
Klag	Navigation	Personnel	Officer	K	6	5/7	C C
Kla'g	Honor	Personnel	Security	K	6	4/7	S C
K'mpek	Leadership, Diplomacy	Personnel	V.I.P.	K	7	8/5	C U
Konnal	Navigation	Personnel	Officer	K	8	5/8	C U
Koral	Navigation, Archeology	Personnel	Civilian	K	3	4/10	C U
Korath	Biology, Anthropology, Archeology	Personnel	Science	K	8	6/6	— U
Korris	Honor	Personnel	Officer	K	8	6/8	C U
Kromm	Engineer, Physics	Personnel	Engineer	K	5	6/8	S C
K'Tal	Diplomacy	Personnel	V.I.P.	K	7	5/5	— U
K'Tesh	Engineer, Stellar Cartography	Personnel	Engineer	K	5	5/6	— C
Kurak	Astrophysics, Computer Skill, Physics, Honor	Personnel	Science	K	6	7/6	S R
Kurn	Honor, Diplomacy, Computer Skill, Navigation	Personnel	Officer	K	8	6/8	C R
K'Voda	Leadership, Navigation	Personnel	Officer	K	8	5/7	C U
Leah Brahms	Engineer (x2)	Personnel	Engineer	F	8	9/3	S R
L'Kor	Leadership, Music	Personnel	Civilian	K	7	6/7	C U
Linda Larson	Engineer, Youth	Personnel	Engineer	F	7	5/4	S C
Lursa	Treachery, Leadership, Geology, Greed	Personnel	V.I.P.	K	2	18/8	C R
Lwaxanna Troi	Empathy (x2)	Personnel	V.I.P.	F	7	8/3	— R
McKnight	Navigation, Youth, Music	Personnel	Officer	F	5	6/3	S C
Mendak	Treachery, Exobiology	Personnel	Officer	R	4	7/7	C R
Mendon	Physics	Personnel	Science	F	7	5/2	S C
Mirok	Engineer (x2), Astrophysics, Physics	Personnel	Science	R	3	8/7	S U
Morag	Computer Skill, Greed	Personnel	Officer	K	7	4/8	C U
Morgan Bateson	Leadership, Stellar Cartography	Personnel	Officer	F	8	4/5	C R
Moi the Barber	Barbering	Personnel	Civilian	F	6	4/5	— U
Movar	Treachery, Anthropology	Personnel	Officer	R	5	7/7	C U
Narik	Engineer, Computer Skill	Personnel	Engineer	N	2	7/6	S C
Neela Doren	Astrophysics, Stellar Cartography, Music	Personnel	Science	F	8	8/5	S R



INCOMING MESSAGE-FEDERATION



TOX UHTAT



SUPERNOVA

**Incoming Message-Federation, Tox Uhtat & Supernova:** Your opponent's Federation outpost is a thorn in your side, and his Nebula-class starship commanded by Captain Picard just won't stay down. Here's what you do: use an Incoming Message—Federation to send that ship back to its outpost. Then make a clean sweep of it by using the Tox Uhtat to create a Supernova, destroying everything at that mission card: ships, personnel, outpost, everything. *Adios, outpost, and au revoir, Jean-Luc!*

Name	Description	Category	Type	Aff	Attrib	Ldr	Rarity	Name	Description	Category	Type	Aff	Attrib	Ldr	Rarity	Name	Description	Category	Type	Aff	Attrib	Ldr	Rarity
Neral	Treachery, Youth	Personnel	V.I.P.	R	4/7/7	—	U	Tawrik	Engineer, Mindmeld	Personnel	Engineer	F	7/7/8	S	C	I.K.C. Buruk	Ship	K'Vort	K	8/6/7	S	R	
Nikolai Rozhenko	Anthropology, Computer Skill, Treachery	Personnel	Civilian	F	3/7/4	S	U	Tebok	Diplomacy, Leadership, Navigation	Personnel	Officer	R	5/7/9	C	U	I.K.C. Haghi'ia	Ship	K'Vort	K	8/7/7	S	R	
Norah Satio	Leadership	Personnel	V.I.P.	F	9/6/2	C	U	Thel	Geology, Physics	Personnel	Officer	R	4/6/8	C	C	I.K.C. K'Vort	Ship	K'Vort	K	8/6/6	S	C	
Nu'Daq	Archeology, Navigation, Exobiology	Personnel	Officer	K	8/5/8	C	U	Thomas Rikar	Leadership, Navigation, Geology, Music	Personnel	Officer	F	8/7/6	C	R	I.K.C. Pagh	Ship	K'Vort	K	8/7/6	S	R	
N'Vek	Honor, Biology, Computer Skill	Personnel	Science	R	6/8/8	C	U	Toby Russell	Physics	Personnel	Officer	F	6/7/4	S	U	I.K.C. Qu'Vel	Ship	Var'Cho	K	9/8/8	CSS	R	
Ocath	Archeology, Navigation, Honor	Personnel	Officer	N	6/8/6	C	U	Tukrah	Anthropology, Honor	Personnel	Officer	R	6/7/6	S	U		Cloning Device	Tractor Beam					
Paltrith	Engineer, Computer Skill	Personnel	Engineer	R	3/8/7	S	C	Tomalak	Diplomacy, Leadership	Personnel	Officer	R	6/7/9	C	R								
Pardek	Diplomacy (x2), Treachery	Personnel	V.I.P.	R	4/8/6	—	U	Tonak	Engineer, Astrophysics	Personnel	Engineer	R	4/7/6	—	C								
Param	Treachery	Personnel	Officer	R	4/8/9	S	U	Tonq	Leadership, Computer Skill, Youth	Personnel	Civilian	K	6/5/6	—	U								
Reginald Barclay	Engineer, Computer Skill	Personnel	Engineer	F	7/7/5	S	R	Torak	Diplomacy, Geology	Personnel	V.I.P.	K	5/4/7	—	U								
Richard Galen	Archeology (x2), Biology, Exobiology	Personnel	Science	F	7/9/2	S	R	Toral	Leadership (x1/2), Youth	Personnel	V.I.P.	K	6/5/6	S	U								
Riva	Diplomacy (x2)	Personnel	V.I.P.	F	6/8/3	—	U	Torath	Leadership, Honor, Navigation	Personnel	Officer	R	5/8/7	C	R								
Ro Laran	Computer Skill, Navigation, Treachery	Personnel	Officer	F	4/7/5	S	R	Torin	Astrophysics	Personnel	Science	K	7/6/6	—	C								
Roga Donar	Engineer (x2), Computer Skill, Biology, Leadership	Personnel	Security	N	5/9/12	C	R	T'Pon	Science	Personnel	Science	F	8/9/4	S	U								
Sarek	Diplomacy (x3), Mindmelds	Personnel	V.I.P.	F	9/10/3	C	R	Vagh	Diplomacy, Anthropology	Personnel	V.I.P.	K	7/5/6	—	U								
Sathik	Leadership, Mindmeld, Diplomacy	Personnel	Officer	F	8/9/7	C	R	Varel	Physics, Computer Skill, Youth	Personnel	Science	R	4/7/5	S	C								
Sela	Diplomacy, Leadership, Treachery, Youth	Personnel	V.I.P.	R	6/9/8	C	R	Vash	Archeology (x2), Treachery, Anthropology	Personnel	Civilian	F	3/8/4	—	R								
Selak	Treachery	Personnel	V.I.P.	R	4/8/5	S	C	Vekmo	Honor	Personnel	Medical	K	6/5/6	S	C								
Shelby	Leadership, Exobiology	Personnel	Officer	F	6/7/4	C	R	Vektor	Navigation, Geology	Personnel	Science	N	2/7/6	C	C								



**KEVIN UXBRIDGE**

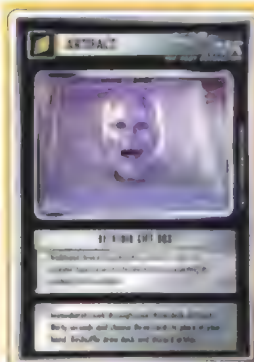
Kevin Uxbridge is a Klingon warrior who served as the captain of the USS Enterprise (NCC-1701-A) during the Klingon War. He was a member of the Klingon warrior caste and was known for his bravery and leadership. He was killed in action during the Battle of the Klingon Planet.

**Kevin Uxbridge:**  
If you missed that episode, Kevin was the guy who destroyed an entire race—



KEVIN UXBRIDGE

**Kevin Uxbridge:** If you missed that episode, Kevin was the guy who destroyed an entire race—everyone, everywhere. Now you too can experience that same power with this handy card. Just play then discard to mix one card on the board, what a stomper here.



BETAZOID GIFT BOX



RES-Q

**Betazoid Gift Box & RES-Q:** The Betazoid Gift Box is the perfect gift for any occasion. Just discard it to stroll through your draw deck, choose three of your best cards, and put them into your hand. And if you like that, you'll love a little help from the Q. Just play RES-Q, then discard it to retrieve that Gift Box. Merry Christmas!

Simon Tarses	Youth	Personnel	Medical	F	6/5/5	—	C
Sir Isaac Newton	Physics (x2)	Personnel	Science	F	7/11/3	—	R
Sirna Kikrami	Leadership	Personnel	V.I.P.	F	7/9/2	C	U
Sito Jean	Navigation, Youth	Personnel	Security	F	8/6/6	S	C
Soren	Astrophysics	Personnel	Science	F	6/6/3	S	U
Talbak	Treachery, Biology, Computer Skill	Personnel	Science	R	2/8/8	S	U
Talbert	Exobiology	Personnel	Medical	R	4/7/7	C	C
Talit	Stellar Cartography, Geology	Personnel	Science	F	6/7/4	S	C
Tam Elaron	Empathy (x3), Honor	Personnel	V.I.P.	F	5/7/3	—	R
Tasha Yar	Honor, Leadership	Personnel	Security	F	8/7/8	S	R
Tallus	Leadership	Personnel	Officer	R	3/7/7	C	C
Tarus	Stellar Cartography	Personnel	Science	R	4/8/7	S	C
Taut	Treachery, Archeology	Personnel	Security	R	4/7/8	S	C

Wesley Crusher	Engineer (x2), Youth, Computer Skill, Navigation, Astrophysics	Personnel	Officer	F	6/8/5	S	R
William T. Riker	Diplomacy, Leadership, Navigation, Honor, Music	Personnel	Officer	F	8/7/7	C	R
Worf	Honor (x2), Navigation, Diplomacy	Personnel	Security	F	8/6/10	C	R

#### SHIPS

Name	Description	Category	Type	Affl	Attribute	Ldr	Rarity
Combat Vessel		Ship	Combat	N	8/8/6	SS	C
D'dendex	Cloaking Device, Tractor Beam	Ship	D'dendex	R	8/9/7	CSS	C
Devoras	Cloaking Device, Tractor Beam	Ship	D'dendex	R	9/8/8	CSS	R
Federation Outpost		Ship	Outpost	F	-/-/30	—	C
Haskona	Cloaking Device, Tractor Beam	Ship	D'dendex	R	8/9/8	CSS	R
Husnock Ship		Ship	Unknown	N	6/9/12	CSS	U
I.K.C. Bortus	Cloaking Device, Tractor Beam	Ship	Var'Cho	K	9/9/7	CSS	R

I.K.C. Var'Cho	Ship	Var'Cho	K	9	8	7	CSS	C
Cloaking Device, Tractor Beam.								
I.K.C. Vorn	Ship	K'Vort	K	8	7	6	S	U
Cloaking Device, Tractor Beam.								
Kharzo	Ship	D'dendex	R	9	9	7	CSS	R
Cloaking Device, Tractor Beam.								
Klingon Outpost	Ship	Outpost	K		32		—	C
Mercenary Ship	Ship	Unknown	N	7	7	7	SS	C
Long-Range Scan Shielding								
PI	Ship	Scout	R	9	4	4		R
Romulan Outpost	Ship	Outpost	R		32		—	C
Runabout	Ship	Runabout	F	7	5	5		C
Science Vessel	Ship	Science	R	8	5	6		C
Scout Vessel	Ship	Scout	R	9	3	3		C
Type IV Shuttlecraft	Ship	Shuttle	F	6	2	2		C
U.S.S. Brittain	Ship	Miranda	F	6	5	6	S	R
Tractor Beam								
U.S.S. Enterprise	Ship	Galaxy	F	9	8	9	CSS	R
Holodeck, Tractor Beam								
U.S.S. Excelsior	Ship	Excelsior	F	6	6	7	SS	C
Tractor Beam								
U.S.S. Galaxy	Ship	Galaxy	F	8	7	9	CSS	C
Holodeck, Tractor Beam								
U.S.S. Hood	Ship	Excelsior	F	7	6	7	SS	R
Tractor Beam								
U.S.S. Miranda	Ship	Miranda	F	6	5	5	S	C
Tractor Beam								
U.S.S. Nebula	Ship	Nebula	F	8	7	8	CS	C
Holodeck, Tractor Beam								
U.S.S. Oberth	Ship	Oberth	F	6	4	7	S	C
Tractor Beam								
U.S.S. Phoenix	Ship	Nebula	F	7	7	8	CS	R
Holodeck, Tractor Beam								
U.S.S. Sutherland	Ship	Nebula	F	7	7	7	CS	U
Tractor Beam								

F Federation  
N Non-Aligned

K Klingon  
C Command

R Romulan  
S Staff

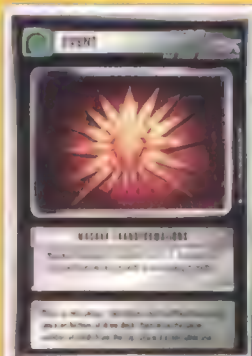


# players guide

U.S.S. Yamato	Ship	Galaxy	F 8/8/8	CSS	R
Holodeck, Tractor Beam					
Yridian Shuttle	Ship	Shuttle	M 6/1/3	—	C
Zibalian Transport	Ship	Zibalian	M 6/2/4	—	C



THOUGHT MAKER



MASAKA TRANSFER

**Thought Maker & Masaka Transfer:** Pay attention to your opponent's deck and cards in play when you use this strategy-wrecker. Use Thought Maker to rifle through your opponent's draw deck and top it with as many bad cards and card combos as you can. Then use Masaka Transfer to force him to discard his present hand and draw the useless one you just set up. But be quick—you only have 10 seconds to look through his deck!

## MISSION

Name	Category	Type	Affl	Span	Pts	Rarity
Description						
Avert Disaster	Mission	Planet	F	3	40	R
Geology + Honor + Integrity >35						
Cloaked Mission	Mission	Planet	K	3	30	U
Navigation + Diplomacy + Honor						
Covert Installation	Mission	Planet	R	3	35	C
Engineer + Leadership + Treachery						
Covert Rescue	Mission	Planet	R	4	30	U
Diplomacy + Leadership + Cunning >35						
Cultural Observation	Mission	Planet	F	4	40	R
Anthropology + Leadership + Strength >30						
Diplomacy Mission	Mission	Planet	F	3	30	U
Diplomacy + Integrity >30 + Cunning >30						
Evacuation	Mission	Planet	F	3	30	U
Diplomacy (x3) + Strength >35						
Evaluate Terraforming	Mission	Planet	F	3	35	R
Medical + Biology + Exobiology or Geology + Medical (x2)						
Excavation	Mission	Planet	F, R	3	25	C
Archaeology or Cunning >32						
Explore Black Cluster	Mission	Space	F, K	3	35	R
Stellar Cartography + Leadership or Cunning >50						
Expose Covert Supply	Mission	Planet	R	4	30	U
Treachery (x3) + Navigation						
Explore Dyson Sphere	Mission	Space	F	2	35	R
Engineering (x3) + Navigation + Computer Skill + Physics						
Explore Typhoon Expense	Mission	Space	R, K	5	35	R
Astrophysics + Stellar Cartography or Cunning >50						
Extraction	Mission	Planet	R	3	35	R
Treachery + Biology + Medical						
Fever Emergency	Mission	Planet	K	3	35	C
Medical (x3) or Biology + Officer						
First Contact	Mission	Planet	F	2	30	U
Diplomacy + Empathy						
Hunt for DNA Program	Mission	Planet	F, R, K	5	55	R
Archaeology (x3) + Computer Skill + Biology + Leadership + Strength >40						
Iconia Investigation	Mission	Planet	R	3	35	R
Archaeology + Computer Skill (x2)						
Investigate Shattered Space	Mission	Space	R	5	45	R
Leadership + Computer Skill + Astrophysics (x2) + Stellar Cartography						
Investigate Alien Probe	Mission	Space	K	2	40	R
Anthropology + Biology + Computer Skill						
Investigate Anomaly	Mission	Space	F, R, K	4	30	C
Exobiology + Strength >35						
Investigate Disappearance	Mission	Space	F	5	35	R
Physics + Navigation + Cunning >40 or Astrophysics (x3)						

Name	Category	Type	Affl	Span	Pts	Rarity
Description						
Investigate Disturbance	Mission	Planet	K	4	35	R
Honor + Leadership + Integrity >35 or Geology + Biology						
Investigate Massacre	Mission	Planet	F, R	3	35	R
Cunning + Integrity >35 + Cunning >35						
Investigate Raid	Mission	Planet	R	2	35	R
Exobiology + Diplomacy						
Investigate Rogue Comet	Mission	Space	F	3	30	R
Archaeology + Exobiology + Computer Skill						
Investigate Sighting	Mission	Space	F, R	4	35	R
Empathy (x2) or Treachery + Exobiology + Cunning >40						
Investigate Time Continuum	Mission	Planet	F	3	35	R
Calendar + Date or Time Travel/Pod						
Kholomer Research	Mission	Planet	R	4	35	R
Honor + Computer Skill + Treachery						
Krios Suppression	Mission	Planet	K	2	30	U
Honor + Diplomacy + Strength >35						

Name	Category	Rarity
Description		
Klingon Disruptor	Equipment	C
Gives +2 Strength to all Klingon Personnel		
Klingon PADD	Equipment	C
Gives +2 Cunning to all Klingon Personnel		
Medical Kit	Equipment	C
Gives Medical skill to all Officer Personnel		
Medical Tricorder	Equipment	C
Gives Medical skill to all Science Personnel		
Romulan Disruptor	Equipment	C
Gives +2 Strength to all Romulan Personnel		
Romulan PADD	Equipment	C
Gives +2 Cunning to all Romulan Personnel		
Starfleet Type II Phaser	Equipment	C
Gives +2 Strength to all Federation Personnel		
Tricorder	Equipment	C
Gives Science skill to all Engineer Personnel		
Alien Probe	Event	U
Sixth players continue game with threats take up on the table		
Anti-Time Anomaly	Event	R
Play on table. At the end of your third full turn, all personnel on the table are killed		
Atmospheric Ionization	Event	C
Play on a planet location. No more than three personnel can be beamed up or down at this location		
Bynars' Weapon Enhancement	Event	R
Play on table. All of your ship gain +2 weapons		
Distortion Field	Event	U
Play on a planet location. Every other turn, personnel cannot beam down to this planet unless they have Pattern Enhancers		
Espionage: Klingon on Federation	Event	C
Allows Klingon personnel to attempt Federation missions		
Espionage: Romulan on Federation	Event	C
Allows Romulan personnel to attempt Federation missions		
Espionage: Romulan on Klingon	Event	C
Allows Romulan personnel to attempt Klingon missions		
Espionage: Federation on Klingon	Event	C
Allows Federation personnel to attempt Klingon missions		
Gaps in Normal Space	Event	U
Play between two Mission cards. This creates a gap with a span of 4. If a ship stops in the gap, one random personnel is killed		
Genetronic Replicator	Event	U
If 2 Medical are present on an away team, none of your away team members can be killed.		
Goddess of Empathy	Event	R
Sixth player may play interrupts until the end of your next turn		
Holo-Projector	Event	U
Allows Holographic creations to beam down to planet		
Krios Faja Collector	Event	U
Target play immediately draws three cards		



RED ALERT

**Red Alert:** When the Enterprise says red alert it ain't kidding. Just play this card and, faster than you can say, "Tereeng," you can put into play as many ships, personnel, and equipment cards as you like from your hand. Now that's gotta feel good after a run in with Kevin Uxbridge.

Medical Relief	Mission	Planet	K	3	35	R
Biology + Exobiology + Medical						
New Contact	Mission	Planet	R, K	4	40	R
Diplomacy + Leadership + Empathy + Anthropology						
Pegasus Search	Mission	Space	F, R, K	4	50	R
Navigation + Diplomacy + Leadership + Treachery + Integrity >40 or Interphase Generator						
Piunder Site	Mission	Planet	R, K	2	30	U
Treachery + Archaeology + Strength >30						
Relief Mission	Mission	Planet	R, K	2	20	C
Geology or Physics						
Repair Mission	Mission	Space	F	2	35	C
Engineer (x3) + Computer Skill						
Restore Errant Moon	Mission	Planet	F	3	30	U
Engineer + Astrophysics + Leadership						
Sarthong Plunder	Mission	Planet	R, K	3	35	R
Archaeology (x2) + Strength >40						
Secret Salvage	Mission	Space	R, K	3	30	U
Treachery (x4) or Navigation (x2) + Computer Skill						
Seek Life-Form	Mission	Space	K	3	40	R
Exobiology + Astrophysics + Engineer						
Strategic Diversion	Mission	Planet	R	3	30	U
Treachery (x3) + Strength >30						
Study Hole in Space	Mission	Space	F, K	4	35	R
Leadership + Diplomacy + Integrity >40						
Study Lonka Pulsar	Mission	Space	R	2	40	R
Navigation + Astrophysics + Stellar Cartography						
Study Nebula	Mission	Space	F	4	35	R
Astrophysics + Stellar Cartography + Cunning >40						
Study Plasma Streamer	Mission	Space	F, R, K	4	30	C
Astrophysics + Youth						
Study Stellar Collision	Mission	Space	F, R, K	3	25	C
Stellar Cartography						
Survey Mission	Mission	Space	K	5	35	R
Stellar Cartography + Physics						
Test Mission	Mission	Space	F, K	3	25	C
Physics + Integrity >28						
Wormhole Negotiations	Mission	Space	F, K, R	4	45	R
Diplomacy x5 or Honor x4 or Treachery x4						

## EQUIPMENT, EVENTS, INTERRUPTS

Name	Category	Rarity
Description		
Engineering Kit	Equipment	C
Gives Engineer skill to all Officer Personnel		
Engineering PADD	Equipment	C
Gives Engineer skill to all Science Personnel		
Federation PADD	Equipment	C
Gives +2 Cunning to all Federation Personnel		

Lore Returns	Event	R
Play on a ship. Borg may now take control of this ship		
Lore's Fingernail	Event	R
All Soong-type Androids (including Data) and Exocomps become Non-Aligned		
Masaka Transformations	Event	U
Target player must place his or her hand of the bottom of draw deck, and then draw the same number of cards from the top		
Metaphoric Shields	Event	U
Phys = 1000. All of your ships gains +2 Shields for each Science personnel on board		
Neural Servo Device	Event	U
Play on a non-aligned ship. Unless 2 Security aboard, you may use the ship and crew as your own for one turn		

Name	Description	Category	Rarity	Name	Description	Category	Rarity	Name	Description	Category	Rarity
<b>Nutritional Shields</b>	Event	U		<b>Auto-Destruct Sequence</b>	Interrupt	U		<b>Jaglon Shrek-Information Broker</b>	Interrupt	R	
Play on table. All of your ships gain +2 Shields for each Engineer personnel on board.				Play on one of your ships. Target ship is destroyed at end of your turn and all ships at that location with Shields < 8 are damaged.				Look at opponent's draw deck.			
<b>Pattern Enhancers</b>	Event	C		<b>Crisis</b>	Interrupt	R		<b>Kevin Uzbridge</b>	Interrupt	U	
Play on table. Negates effects of Atmospheric Ionization or Distortion Field.				Doubles strength of Rogue Borg mercenaries.				Destroys one Event or Artifact card.			
<b>Plasma Fire</b>	Event	C		<b>Disruptor Overload</b>	Interrupt	C		<b>Klingon Death Yell</b>	Interrupt	R	
Play on any ship except Borg ship. Target ship becomes damaged at the end of the next turn and takes damage each turn thereafter until Security is present.				Play on a ship or away team. One Equipment card or one Artifact played as an Equipment card is destroyed.				Play when one of your Klingons dies for a bonus 5 points.			
<b>Q-Net</b>	Event	C		<b>Distortion of Space/Time Continuum</b>	Interrupt	U		<b>Klingon Right of Vengeance</b>	Interrupt	C	
Play between two Missions. No ships may pass the Q-Net unless 2 Diplomacy aboard.				One Ship and its Away Team may make another move.				If Klingon is killed during an away team mission, all remaining Klingons may attack again with doubled strength.			
<b>Raise the Stakes</b>	Event	U		<b>Emergency Transporter Armbands</b>	Interrupt	C		<b>Life-Form Scan</b>	Interrupt	U	
Your opponent must forget the game or agree that the winner gets a random card from the loser's deck.				Beam Personnel up or down at any time.				Glance at one opponent's hand for ten seconds.			
				<b>Energy Vortex</b>	Interrupt	U		<b>Long-Range Scan</b>	Interrupt	C	
				Play when opponent plays a non-interrupt card. That card goes back to its owner's hand, and opponent must play a different card instead.				Glance at cards aboard any ship for ten seconds.			



FEMALE'S LOVE INTEREST



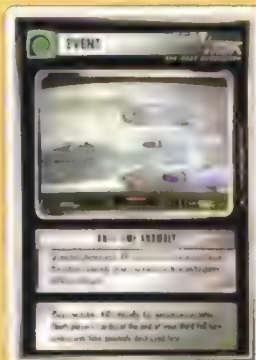
MATRIARCHAL SOCIETY

**Female's Love Interest & Matriarchal Society:** It's a battle of the sexes with this dilemma combo. Keep in mind that your opponent must face Female's Love Interest first—placement in the seeding phase is important. When your opponent faces this dilemma, it will automatically move one of his female crew members to the farthest end of spaceline, making it that much harder to overcome Matriarchal Society, which requires two females in the away team.

<b>Red Alert!</b>	Event	C		<b>Escape Pod</b>	Interrupt	C	
Play on table. There is no limit to the number of Ship, Personnel, and Equipment cards you may play each turn.				Play on a ship that is destroyed. All crew members survive and remain in Escape Pod until rescued by one of your ships.			
<b>RES-Q</b>	Event	C		<b>Full Planet Scan</b>	Interrupt	U	
Exchange this card for one card in your discard pile.				You may look at the Dilemma and Artifact cards located under one planet mission for twenty seconds.			
<b>Spacedock</b>	Event	C		<b>Honor Challenge</b>	Interrupt	R	
Play on an outpost. Any of your damaged ships that stop here are immediately repaired.				Each Klingon with Honor kills one opponent with Treachery during an away team combat.			
<b>Stotic Warp Bubble</b>	Event	C		<b>Hugh</b>	Interrupt	R	
Play on table. Opponent must discard one card at the end of each turn. (Not cumulative.)				Destroys all Rogue Borg at one location or nullifies Borg Ship attack for this turn.			
<b>Subspace Warp Rift</b>	Event	C					
Play on a spaceline location. Any ship stopping on that location takes damage.							
<b>Supernova</b>	Event	R					
You must have Tax Uthat on table to use Supernova. Play on a mission. Everything there is destroyed, but leave the mission for span reference.							
<b>Telapathic Alien Kidnappers</b>	Event	U					
Play on table. At the end of each turn, you may guess a card type and point to one of your opponent's cards. If the guess is correct, the card is discarded.							
<b>Tetryon Field</b>	Event	C					
Play on a mission. All ships must stop here before proceeding on next turn, unless Navigation aboard.							
<b>The Traveler: Transcendence</b>	Event	U					
Play on table. Target player must draw one extra card at the end of each turn, and Stotic Warp Bubble is nullified. (Not cumulative.)							
<b>Treaty: Federation/Klingon</b>	Event	C					
Play on table. Your Federation and Klingon affiliations can cooperate.							
<b>Treaty: Federation/Romulan</b>	Event	C					
Play on table. Your Federation and Romulan affiliations can cooperate.							
<b>Treaty: Romulan/Klingon</b>	Event	C					
Play on table. Your Romulan and Klingon affiliations can cooperate.							
<b>Warp Core Breach</b>	Event	R					
Play on any ship except Borg ship. Target ship is destroyed at the end of the next turn unless Engineer is aboard by then.							
<b>Where No One Has Gone Before</b>	Event	C					
Play on table. Your ships can leave on end of the spaceline and re-enter on the other side.							
<b>Alien Groupie</b>	Interrupt	R					
Delays beam up of one male for one full turn.							
<b>Amanda Rogers</b>	Interrupt	U					
Nullifies one Interrupt or Artifact card which was played as an interrupt.							
<b>Asteroid Sanctuary</b>	Interrupt	C					
Play on a ship with 2 Navigation aboard. All battles against target ship this turn are prevented.							



TIME TRAVEL PAD



ANTI-TIME ANOMALY

**Time Travel Pad & Anti-Time Anomaly:** This combo is simple but deadly. First, fill a ship with your best personnel, then use Time Travel Pad to shoot it out of play for, say, four turns. But before you do, put Anti-Time Anomaly in play and let it simmer for three turns until—bam! All personnel everywhere in the spaceline are dead. Your ship can then return to a much friendlier, much emptier universe.

<b>Incoming Message-Federation</b>	Interrupt	U		<b>Wormhole</b>	Interrupt	C	
Target Federation ship must return to the nearest Federation outpost at full speed before it can do anything else.				Requires two wormholes. Play on a ship as it begins to move. Play the other wormhole where you want the ship to immediately emerge.			
<b>Incoming Message-Klingon</b>	Interrupt	U					
Target Klingon ship must return to the nearest Klingon outpost at full speed before it can do anything else.							
<b>Incoming Message-Romulan</b>	Interrupt	U					
Target Romulan ship must return to the nearest Romulan outpost at full speed before it can do anything else.							

F Federation  
N Non-Aligned

K Klingon  
C Command

R Romulan  
S Staff



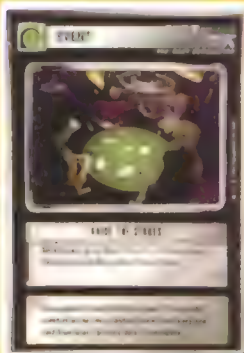
## players guide

## ARTIFACT

Name	Description	Category	Type	Rating
<b>Belazoid Gift Box</b>	Discard to look through your draw deck and add any three cards to your hand.	Artifact	Interrupt	R
<b>Horga'hn</b>	Play on table. Take double turns while Horga'hn is in play.	Artifact	Event	R
<b>Interphase Generator</b>	Nullifies Chalcaths, Archers, Rebels, Impossible Doors, Phased Matter, Crystalline Entities, Armus, & Mouscaons.	Artifact	Equipment	R
<b>Kurlon Naikos</b>	Play on ship that has all 7 personnel types aboard. That ship's range, weapons, and shields are tripled.	Artifact	Event	R
<b>Thought Maker</b>	You may spend ten seconds looking at and rearranging your opponent's draw deck.	Artifact	Interrupt	R
<b>Time Travel Pod</b>	Play on a ship. That ship leaves the game for up to five turns. Announce when the ship will return when this card is played.	Artifact	Interrupt	R
<b>Tox Ubiat</b>	Play as an Event to allow the use of a Supernova card. Play as an Interrupt to cancel a Supernova.	Artifact	Event/Interrupt	R
<b>Varon-I Disruption</b>	Doubles all of your personnel's Strength where present.	Artifact	Equipment	R
<b>Vulcan Stone of Gol</b>	Discard to kill everyone on away team without Youth or Cunning >7.	Artifact	Event	R

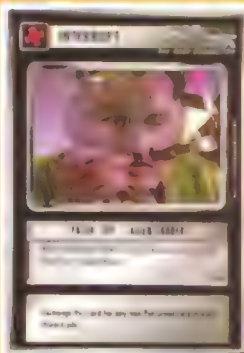
## DILEMMA

Name	Description	Category	Pts	Rating
<b>Alien Abduction</b>	Most Cunning away team member is held captive until mission completed or 3 Leadership present.	Dilemma	—	U
<b>Alien Parasites</b>	Unless Integrity >32, the away team must beam back to the ship, and opponent immediately controls the ship until "stopped".	Dilemma	—	U
<b>Anaphasic Organism</b>	Female in away team with highest attributes is discarded unless Security and Medscale are present. Discard dilemma.	Dilemma	—	C



## RAISE THE STAKES

<b>Ancient Computer</b>	Dilemma	—	R
Cannot get past unless 2 Computer Skill or 3 Science or 3 Engineer present.			
<b>Archer</b>	Dilemma	—	C
Away team member with the highest total attributes is discarded unless Security and Medical are present. Discard dilemma.			
<b>Arms: Skin of Evil</b>	Dilemma	—	R
One random away team member is killed. Discard dilemma.			
<b>Barclay's Protoplasmic Disease</b>	Dilemma	10	R
All non-android crew members die unless Medical, Science, and Security are present. Discard dilemma.			
<b>Birth of Junior</b>	Dilemma	—	U
The ship's range is reduced by 1 each turn until 3 Engineer are aboard, at which time this dilemma is discarded. If the range becomes 0, the ship is destroyed.			



## PALOR TOFF—ALIEN TRADER

<b>Gravimetric Mine</b>	Dilemma	—	U
Ship damaged unless Science and Navigation aboard. Discard dilemma.			
<b>Hologram Ruse</b>	Dilemma	—	U
Must have Integrity >30 and Cunning >30 to pass dilemma.			
<b>Hyper-Aging</b>	Dilemma	5	U
Away team dies in three turns unless Security and 2 Medical present by that time.			
<b>Iconian Computer Weapon</b>	Dilemma	—	C
Discard all non-Personnel cards in hand and replenish from top of draw deck unless Science present. Discard dilemma.			
<b>Impossible Door</b>	Dilemma	—	C
One away team member must have Computer Skill to pass dilemma.			



## FEK'LEIR

<b>Borg Ship</b>	Dilemma	45	R
Self-controlled Ship. Weapons=24, Shields=24. Attacks everything. At the end of every turn, the Borg Ship moves 1 card toward and off the spaceline's long end.			
<b>Chalcath</b>	Dilemma	5	U
One away team member of opponent's choice is killed unless 3 Security or Strength >40 present. Discard dilemma.			
<b>Cosmic String Fragment</b>	Dilemma	5	U
Ship is destroyed unless Astrophysics or Engineer or Navigation is aboard. Discard dilemma.			
<b>Crystalline Entity</b>	Dilemma	5	R
Space. Kills crew unless Shields >6 or Music present. Planet. Kills entire away team unless Science and Medical present. Discard dilemma.			
<b>Cytherians</b>	Dilemma	15	R
Place on ship. That ship can do nothing but travel to the far end of the spaceline at normal speed. When it reaches the end, discard the dilemma and score points.			
<b>El Adrel Creature</b>	Dilemma	—	U
Attacks 2 strongest members of the away team. 1 is killed at random unless the two have combined Strength >16. Discard dilemma.			
<b>Female's Love Interest</b>	Dilemma	—	C
One random female away team member is placed on the farthest planet and remains there until rescued.			
<b>Firestorm</b>	Dilemma	—	U
All away team member with Integrity <5 are killed unless Thermal Deflectors are present. Discard dilemma.			



## KLINGON RITE OF VENGEANCE

<b>Kharion Game</b>	Dilemma	—	R
Place on ship. One random member of the ship's crew is disabled each turn unless and/or aboard or Cunning >30.			
<b>Male's Love Interest</b>	Dilemma	—	C
One random male away team member is placed on the farthest planet and remains there until rescued.			
<b>Matriarchal Society</b>	Dilemma	—	U
Cannot get past unless two female away team members are present.			
<b>Mentor Booby Trap</b>	Dilemma	—	C
One random crew member is killed unless Medical aboard. Ship cannot move until 2 Engineers are aboard.			
<b>Microbiotic Colony</b>	Dilemma	—	C
Ship damaged unless Science, Engineer, and Officer aboard. Discard dilemma.			
<b>Microvirus</b>	Dilemma	5	C
One random away team member is killed unless Medical aboard. Ship cannot move until 2 Engineers are aboard.			
<b>Mogilum</b>	Dilemma	5	R
Half of crew is killed at random unless 3 Diplomacy or Strength >40 aboard. Discard dilemma.			
<b>Nanites</b>	Dilemma	5	R
Damages Ship unless 2 Science or Diplomacy aboard. Discard dilemma.			
<b>Mouscaons</b>	Dilemma	—	U
One random away team member is killed unless Strength >44. Discard dilemma.			
<b>Nitrium Metal Parasites</b>	Dilemma	—	U
Ship destroyed in 2 turns unless 2 Science or 2 Engineer aboard by that time.			
<b>Null Space</b>	Dilemma	5	U
Ship damaged unless 2 Navigation aboard. Discard dilemma.			
<b>Phased Matter</b>	Dilemma	—	C
You must split your away team into two teams. Only the smaller team may beam up until Engineer and Science are present.			
<b>Portal Guard</b>	Dilemma	—	U
One away team member must have Cunning >7 or Honor to continue.			
<b>Q</b>	Dilemma	—	R
Discard all dilemmas at this location if 2 Leadership and Integrity >60 present. Otherwise, opponent may rearrange the spaceline.			
<b>Radioactive Garbage Scow</b>	Dilemma	—	U
This mission cannot be complete until Garbage Scow is towed to a different mission by a ship with a tractor beam and 2 Engineer.			
<b>Rebel Encounter</b>	Dilemma	—	U
One random away team member is killed unless Strength >44 or you discard an equipment card. Discard dilemma.			
<b>REM Fatigue Hallucinations</b>	Dilemma	5	U
Entire crew dies in three turns unless 3 Medical present or ship returns to outpost.			
<b>Sorjenika</b>	Dilemma	5	R
Earn points by stopping to help Sorjenika or discard dilemma and continue.			
<b>Shaka, When the Winds Fall</b>	Dilemma	—	U
Must have 2 Diplomacy and Cunning >30 to continue.			
<b>Torellian Plague Ship</b>	Dilemma	5	U
Entire crew dies unless you destroy one of your Medical crew members.			
<b>Temporal Casualty Loop</b>	Dilemma	5	R
Unless Science and Cunning >35 undo your last two actions of this turn and end turn. Discard dilemma.			
<b>Tsolkovsky Infection</b>	Dilemma	—	R
All personnel aboard this ship lose their first listed skill until this dilemma is discarded by 3 Medical.			
<b>Two-Dimensional Creatures</b>	Dilemma	—	U
Empaths are disabled. Ship can't move until Science and Engineer present.			
<b>Wind Dancer</b>	Dilemma	—	R
Lwaxanna 1: or must be present or one Personnel with Youth or Music or Strength >9.			

## [Fek'leir and Klingon Rite of Vengeance:

Klingons sure take combat seriously. Where else can you find a card like Fek'leir, a 15 strength Klingon V.I.P. and Klingon Rite of Vengeance? If you play this last card when one of your Klingon personnel is killed, all remaining Klingons can fight again at double strength. Can you say, 30 Strength Fek'leir. Can you say, trash test!

Make your move in

# WIZARD

#54

Don't just read it.

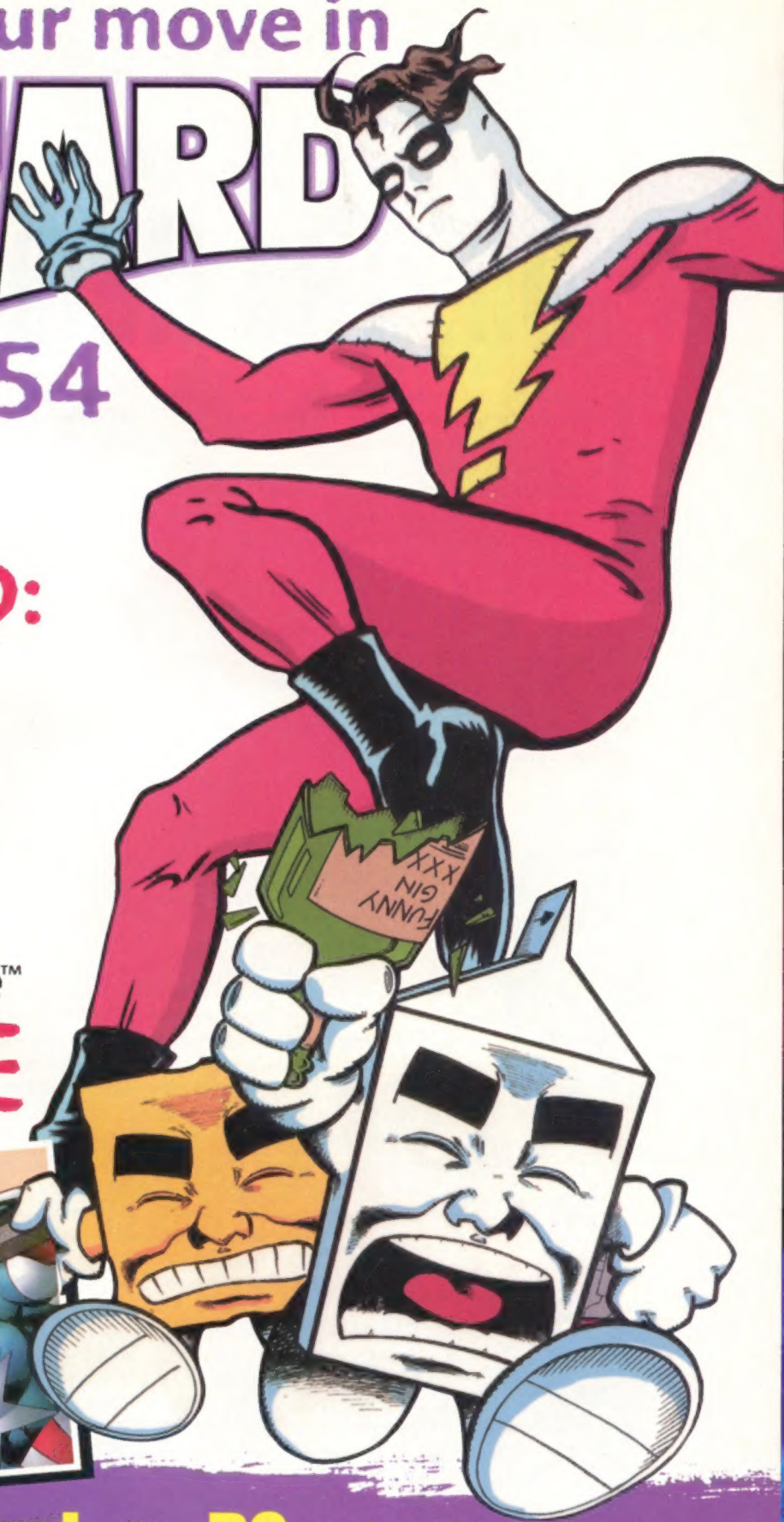
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# Oh, The Humanity!

By Rick Swan

About six months ago, I had what I thought would be a great idea for this column. I'd get in touch with some of our nation's leaders and ask for their thoughts about the game industry in general and card games in particular. I had no idea, of course, if government bigwigs were gamers or not, but I assumed they were. If you were a staffer for the Department of Housing and Urban Development, wouldn't you be a *SimCity* player? Doesn't *Illuminati: New World Order* sound like a natural for the State Department? And after a hard day at the Pentagon, surely the National Security Council unwinds with a few hands of *Nuclear War*.

So I put together a list of three dozen officials—everyone from big city mayors to the president himself—and whipped up a letter explaining who I was, what *InQuest* was all about, and what I wanted to know (games they played as kids, games they play now, games they'd recommend). To prove I was serious, I also sent along some back issues of the magazine. When my stock pile of back issues ran out, I enclosed photocopies of this column instead.

I didn't mention it in the letter, but I planned to send a *Magic* deck to whoever came up with the most inspiring response. I had visions of Bill Clinton and Newt Gingrich sitting around the Oval Office, swapping artifacts and Counterspells. It could be the dawn of a new era.

Except that neither Bill nor Newt bothered to respond. But Chelsea, the president's daughter, did. Or rather, her secretary did. (Chelsea has a secretary?) She was very nice, explaining that Chelsea appreciated my "wonderful letter" but, regrettably, would

be unable to answer. I was thanked for my support. (What support?) No explanation why Chelsea couldn't—or wouldn't—respond. I didn't even get an autograph.

Democrat Tom Harkin, United States senator from Iowa, was more cooperative, but not by much. "Having two daughters has provided me with new insights on countless games, the likes of which I never dreamed as a child," he wrote. "Regardless of the level of sophistication, any fun, challenging game is always a favorite of mine. But it is very difficult for me to choose one as being my absolute favorite." C'mon, Tom, take a position! No wonder people hate politicians.

Iowa District 36 State Senator Elaine Szymoniak, another Democrat, said she wasn't much for card games or board games. "As a child, I preferred active outdoor games. If I was in the house, reading was my preferred activity." However, she said she used to like Bridge ("but I don't seem to find much time for it now") and expressed a fondness for Hearts, Gin Rummy, and Old Maid.

I got a polite note from United States Representative Jim Lightfoot, a Republican who also hails from Iowa (an amazing coincidence, or is it just because Iowa's my home state that these were the guys who wrote back?). He recalled that when he was a boy, he didn't have much to do. "I was raised on a farm with no TV." So he whiled away the hours with an occasional round of *Monopoly*, and made up his own games. No *Monopoly* in Washington, however, just the odd computer game "to break the monotony."

And then there was this snotty congressional aide who called me at the crack of dawn (about 9 a.m. at my house) to say that her boss received my letter but "the senator isn't interested in contributing to *InQuest* at this time." He didn't want his name used, either, but I can tell you three things about him: (1) He's a Republican. (2) He's not from Iowa. (3) He ain't getting the *Magic* deck.

As for the other respondents... well, there weren't any. I only heard from five out of 36, and that's if you count Senator Anonymous. Either the leaders of the free world have better things to do than play games—which I find hard to believe—or they really are a bunch of stuffed shirts. I think I'll send the *Magic* deck to Chelsea's secretary.

Rick Swan, game designer and patriotic American, plans to support Richard Garfield for president in 1996.



15 MEGATONS  
Kills 3 million



15 MEGATONS  
Kills 3 million



"I never liked Cleveland anyway."

# RAGE

The time draws near when the Apocalypse must surely come. The Wyrms and its armies grow bolder each day. Brave Garou fall in battle and their loss is sorely felt. Evil spirits, Banes, infect the Umbra, the spirit world, and make even the sacred profane. What hope is there for the 13 tribes of Garou, Gaia's fists and claws? Only glory in battle and the honor of slaying the Wyrms. Join the battle to save the earth realm and cleanse it of the scourge that is corruption: the Wyrms.

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